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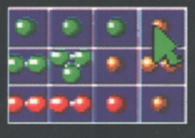
disk 31



ATOMS

Strange board-game fun for up to four players.

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Ooh lordy, it's the...

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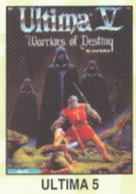

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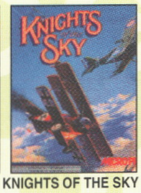

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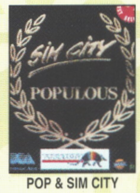

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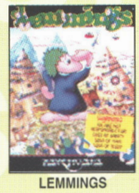

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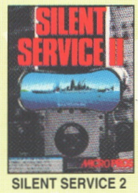

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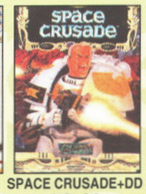

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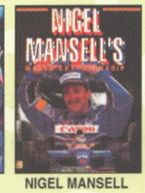

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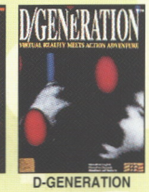

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AMIGA POWER – we don't care what you know, we're going to torture you anyway.
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10 AN AMERICAN WEREWOLF IN THE NEWS PAGES
When it comes to the naked truth, there's no-one nakeder or truer than AP's intrepid newshounds Dave Green and Linda Barker.

15 THE COOK, THE THIEF, HIS WIFE AND, ER, THE CHARTS
What's going to be Number One this month? We didn't believe it either.

18 ONE FLEW OVER THE PREVIEW'S NEST
Zool 2, *Elfmania*, *T2 – The Arcade Game* and at least four more great previews.

52 HONEY, I SHRUNK THE COMPETITION!
Win a pool table with *Micro Machines!*

60 INDIANA JONES AND THE SECRET GARDEN OF DOOM
Swashbuckling adventures with the AMIGA POWER readers of your choice.

62 CLOSE ENCOUNTERS OF THE BELGIAN KIND
On holiday with some top programmers.

66 RITA, SUE, AND MIKE AND DENNIS TOO
In which we get practically everybody in the entire world a job with Bullfrog.

70 THE GOOD, THE BAD, AND THE REALLY HOPELESS
No good at games? Then you need Complete Control, this month featuring tips on *Nippon Safes*, *Ishar 2* and more.

97 SNOW WHITE AND THE SEVEN READERS
We wish. These are the letters pages, in case you hadn't worked it out already.

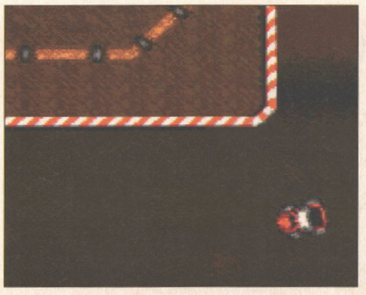
100 ALL QUIET ON THE DIARY OF A GAME FRONT
Yep, it's all going pretty slowly on *Spodland* and *Cannon Fodder*. Again.

102 INVASION OF THE SKELETON SNATCHERS
Win a life-size skeleton or a chest full of silver, thanks to Kompart UK and *Yo! Joe!*

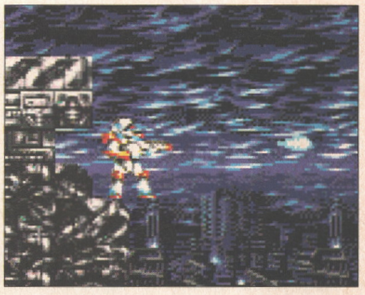
107 AROUND THE BOTTOM LINE IN 80 DAYS
Although we doubt if any of you read it quite that carefully, to be perfectly honest.

114 THE CREATURE FROM THE BLACK LAGOON
Well, it's The Right Profile featuring Team 17's Martyn Brown, and he's actually from Wakefield. Sorry, Martyn. Sorry, Wakefield.

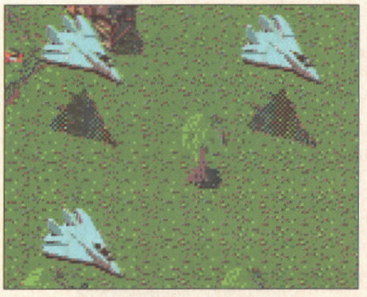
GAMES OF THE MO



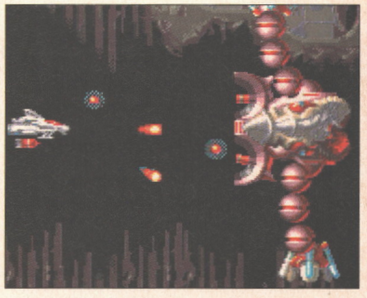
OVERDRIVE
Overdrive? Overdue, more like. Deadlines, don't you *(Snip! – Ed)*
Page 32



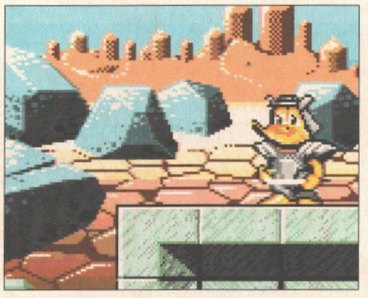
TURRICAN 3
First there was *Turrican*. And now there is *(Snip! – Ed)*
Page 36



THEATRE OF DEATH
Suspect clone of *Cannon Fodder*, more like. *(Snip! – Libel Ed)*
Page 40



DISPOSABLE HEROES
"Just remember – no-one is indisposable. Er..." *(Snip! – Ed)*
Page 42



DONK
"Will you pay for this game now, sir?" "No, just put it *(Snip! – Ed)*
Page 46

OSCAR
Phew. Nearly had to cut our legs off then. *(Snip! (Ho ho) – Ed)*
Page 48

THE SECRET GARDEN P60

It's the nation's favourite reader ads page with a quaint Victorian theme, and it's – hang on a minute...

STUART WOULD JUST LIKE TO SAY: 'I'm just looking for one divine hammer.'

SAL WOULD JUST LIKE TO SAY: 'John Wayne must have had very strong arms.'

CAM WOULD JUST LIKE TO SAY: 'I thought I had the key to her heart, it was the key to her shed.'

LISA WOULD JUST LIKE TO SAY: 'Just do it for the money.'

DAVE WOULD

STEVE WOUL

OVER 300

WAYS TO LEAVE YOUR LOVER

EMONTH

WIZ'N'LIZ
Wizzy, Lizzy, let's get busy! *(Snip! – Ed)*

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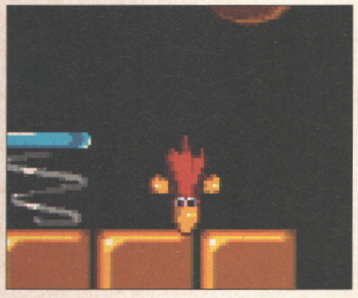

ALFRED CHICKEN
Is it great? Is it crap? Do you give a cluck? *(Snip! – Ed)*

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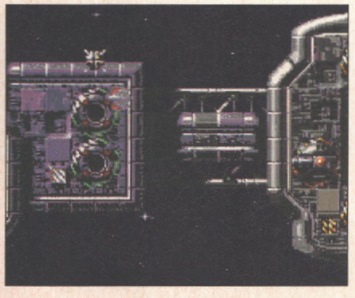

URIDIUM 2
(Snip! – Ed)

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NEXT MONTH

The December issue of AMIGA POWER will be on sale on the 11th of November. With any luck we should have reviews of *Apocalypse*, *Cannon Fodder* and *Jurassic Park*. But you know what we're like.

GAMES REVIEWED THIS ISSUE

NOVEMBER 1993

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DAVE WOULD JUST LIKE TO SAY: 'Work? I've got less important things to do.'

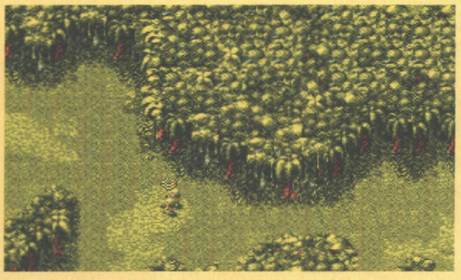
STEVE WOULD JUST LIKE TO SAY: 'There's nothing real about this virtuality.'

It's been a while since there's been enough interesting stuff out there to justify two coverdisks, but what we've brought you this month was just too special to miss. We defy anyone to play our WORLD EXCLUSIVE Interactive Diary Of A Game and tell us otherwise. That's all.

disk 31

INTRODUCING DISK 31

CANNON FODDER



It's the world's first Interactive Diary Of A Game! Yes, now you can follow the development of Sensible's new blockbuster where it really counts – on the screen. Trace a path through history with FOUR versions of the same game. Here. Now.

BRUTAL SPORTS

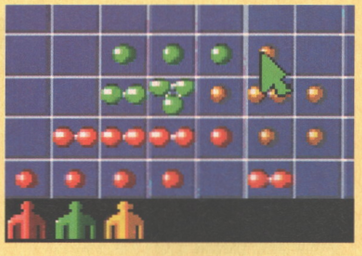
***Speedball 2* has reigned supreme at the top of the future-sports league for a long time now, but things might just be about to change with the release of this new game from Millennium. But just don't take our wishy-washy non-committal word for it – play it for yourself.**

FATMAN

He's the Amiga's lardiest hero since Chuck Rock, and he's coming your way – lock up your chocolate, folks. Hungary's finest programmers collaborate with AP to bring you a complete level of overweight platforming antics.

ATOMS

And finally, of course, when other mags have given up and gone home, we've packed our coverdisk just a little bit tighter with the traditional "doesn't look very good but it's really good fun to play, honest" multi-player PD game. And here's this month's. It's great.



GOT A FAULTY DISK?

● Oh no! Are you sure? Before you go any further, try the procedures described in the panel over the page. If, after all that, you *do* have disk problems, simply place it in an envelope, along with an SAE and an explanatory letter, and return it NOT TO THE AP OFFICE but to: AMIGA POWER Disk Returns 31, DisCopy Labs, PO Box 21, Daventry NN11 5BU. Send it to us, and we'll burn your house down.

disk 31

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- To the disappointment of any lamer 512K-machine owners out there, *Cannon Fodder* and *Brutal Sports Football* are one meg only.
- To load any of the games, all you have to do is switch off your machine, insert the disk, and switch your machine back on again.
- An options menu will appear. Simply follow the instructions to load the game of your choice.
- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.
- You'll have to reset your machine in order to play one of the other demos. When you do so, simply follow the instructions above.
- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or so before loading a new program will help prevent disks being infected by stray viruses.
- Have a good time.

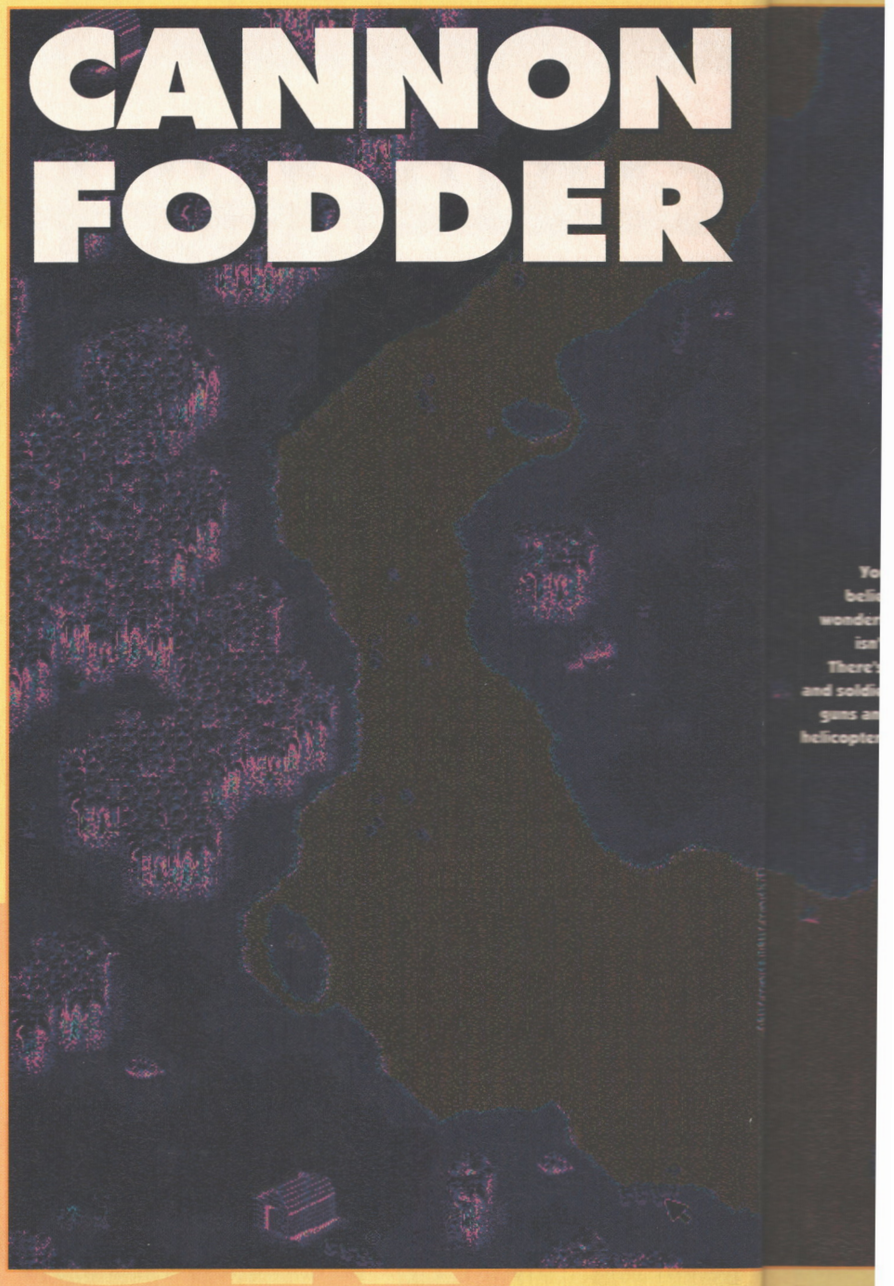
OH NO! SOMETHING WENT WRONG!

- Are you sure?
- Try all that stuff again, making sure you've disconnected any peripherals the program might not 'like', such as external drives.
- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 31 Returns
DisCopy Labs
PO Box 21
Daventry
NN11 5BU.

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AP office. We really don't know how to fix dodgy disks. We've tried, we really have, but we're just hopeless at it. So send 'em to DisCopy Labs. Please.

CANNON FODDER



Authors: Sensible Software

"Is it in yet? Is it finished yet?" says Cam every morning as the post arrives. Every single day. Can you imagine how tedious that gets for the rest of us? Still, it's not without good reason, because the game that he's so eagerly awaiting only happens to be *Cannon Fodder*, the long-time-coming wargame from those kooky Sensible boys that could well be THE most exciting game of the year. Yeah, I know, the words 'wargame' and 'exciting' don't tend to appear so close together in these pages, but if you're thinking that, then you've obviously never played *Cannon Fodder*.

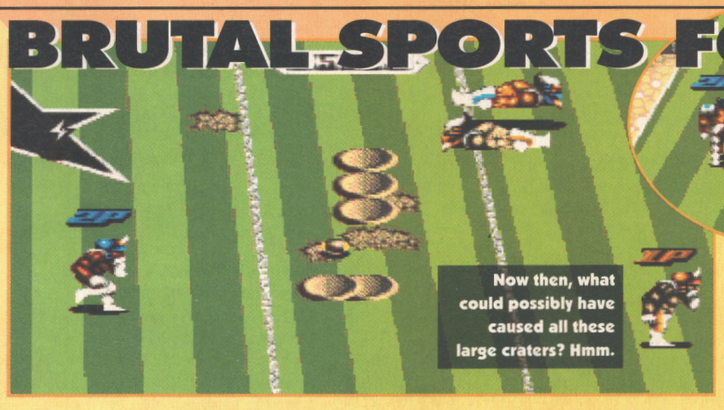
HOW TO... (PLAY CANNON FODDER, THAT IS)

Okay, slap in the top disk out of the two (count 'em!) that are on the cover, and you'll be presented with all manner of wonderful options. Since we're assuming that you're almost drooling with anticipation at the prospect of playing this awesomely fantabulous game, we'll leave the quiz and interactive Diary Of A Game till later, so click on Stage Three to get into the thick of battle.

You'll see four little blokes who are your team, and almost immediately, a lone soldier will head towards them from the bottom left of the screen. Move your mouse (did I say that you used the mouse instead of the joystick? Oh, well, you do) over to him and press the right mouse button to unleash leaden fury towards *('Shoot'. – Ed)* him. Fun, isn't it?

Once he's toast, point the mouse to the little red box on the island to the right and click on the left mouse button. This sends your merry men over to a box of four grenades, which show up in the display on the top left hand corner. To throw a grenade, hold down the right button and then hit the left, but make sure that it's not too close to your squad, as it's extremely easy to waste your own men. If you head left until you cross the big river (killing anything that moves along the way,

BRUTAL SPORTS FOOTBALL



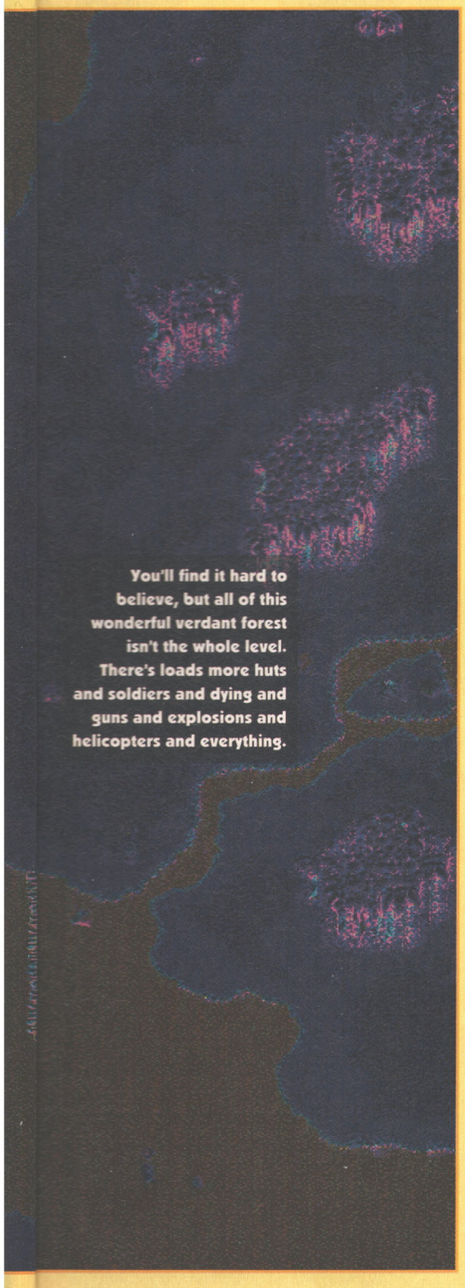
Don't be fooled, this time it really IS war. Wahey!

Authors: Teque

It's brutal, it's a sport and it's got a ball which you kick with your foot, so there's absolutely no faulting the choice of name for this game. There again, they could have called it 'Savage Blood-Letting Sword Playball', 'Gruesome Maimball' or something, because being horrid is what this game's all about.

Okay, so there's a ball in there somewhere and you've got a load of heavily armoured guys on a pitch with some rather sturdy bus shelter things at either end that may or may not be goals, but that's merely an entertaining backdrop designed by the boys at Millennium so that shopkeepers will stock the game. They know what the consumers want, and it's blood. Lots of it.

To encourage carnage rather than sporting and healthy competition, this demo finishes once you've scored a goal, so to get your money's worth, you're much better off concentrating on kicking in the



You'll find it hard to believe, but all of this wonderful verdant forest isn't the whole level. There's loads more huts and soldiers and dying and guns and explosions and helicopters and everything.

of course), there's another box just inland from the beach, but look out for the tripwire that's nearby. Just left of the box is a hut – troops will keep coming out of it until you blow it up, but look out for the door, which has a nasty habit of flying off and taking out one of your guys.

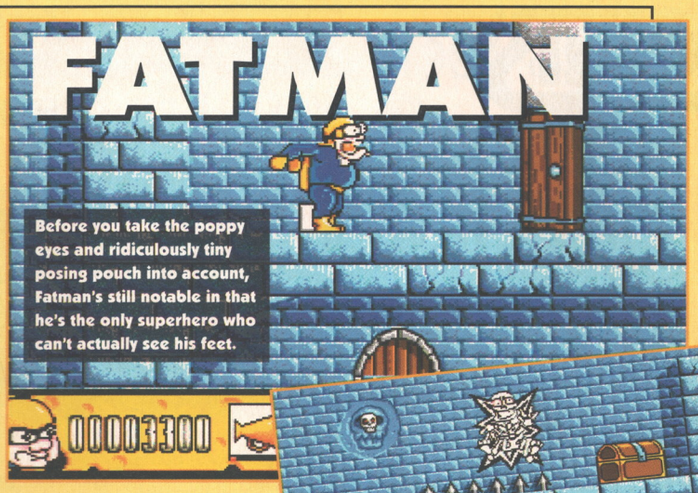
With all this firepower, your squad will be absolutely Joseph Rock Hard, so explore at your leisure. There are four rocket launchers in a barrel somewhere, which work like grenades but have a massive range. To switch between grenades and rockets, simply click on the relevant icon. If you want to split up the team, highlight two names in the list and then click on the unit badge. The unit that you're not controlling will defend themselves while you wander around, and you can toggle between different units by simply clicking on the unit badge.

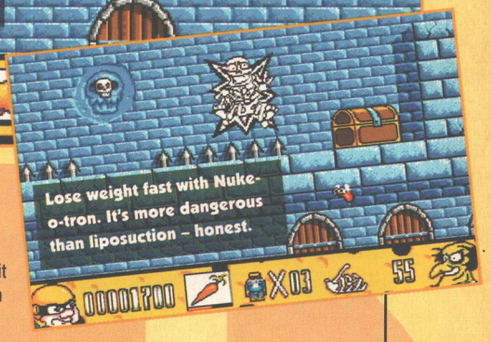
BUT THAT'S NOT ALL...

Not only do you get four different versions of the game, not only do they present totally different challenges ranging from massed full frontal attacks to a marauding helicopter, not only do you get to see the progress of the game from a single soldier and blocky graphics to an arena chock-a-block with lethal explosive devices but – There's a quiz as well.

It's true – as explained more fully in the Diary Of A Game feature, Sensible are giving away a load of props that appeared in their soon-to-be-released pop video, most notably a glut of plastic replica firearms, ideal for restaging famous battles, posing in hard photographs, robbing building societies etc *(Don't try this at home, kids. – Ed)*. Clicking on the members of Sensible and the four pictures in the corner will reveal 10 questions, and all you have to do is write your answers on the back of a postcard and send them to 'Ooh! Guns, Guns, Guns!' at the usual address. Blimey, and some mags manage to only get two games on two coverdisks. Not us, mateys.

FATMAN

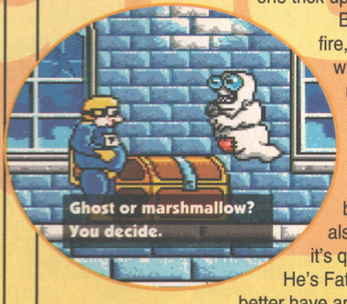




Authors: I/O Product

Dinner, dinner, dinner, dinner – *Fatman!* At long last, extremely fit muscley superheroes have given way to someone who resembles your average bloke. The caped consumer's here, fresh from the finest programming minds of Hungary. He's tough, he's hard, he's a wobbly mass of lard! *(Oh no. – Ed)*

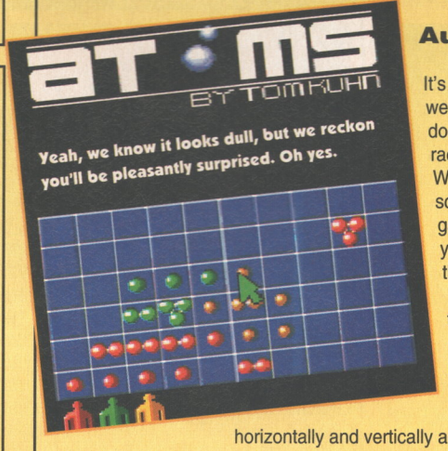
For all the usual reasons, Fatman's got to run around the level collecting things, and in this case it's gold cups. There's all also manner of freaky ectoplasmic nastiness to deal with, and our obese protaganist's got more than one trick up his cellulite-packed sleeves.



By holding the joystick down and pressing fire, you can toggle through Fatman's attacks, which involve throwing carrots, dropping mushrooms and belching. He runs out of these after a while, but thankfully he's still packing several pounds of paunch laden power stored up in his gut, so belly on!

It's also worth running into walls because he squashes amusingly. This also works in real life too. Come to think of it, it's quite funny if you think about it, isn't it? He's Fatman, but he comes from Hungary. He'd better have another burger then, hadn't he? Ho ho.

ATOMS



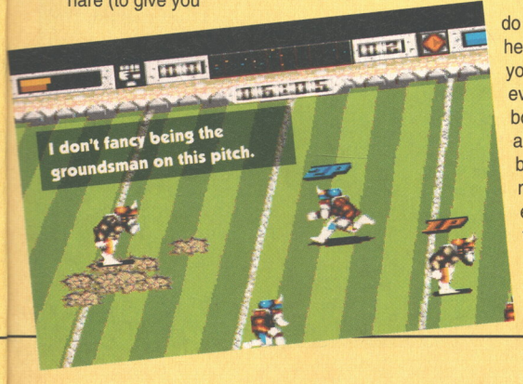
Author: Tom Kuhn

It's strange that atomic reactions were once feared as the doombringer for the human race, and now that the Berlin Wall's come down, no-one's scared and there's even a game about them. First of all you need a friend, preferably three, so run along now.

Ready then? Okay, take turns to click on the playing area to deposit an atom. The number of atoms each square can hold depends on how many squares are horizontally and vertically adjacent to it, so a corner can hold two, whereas a centre square can hold four. Well, when I say can hold four, I mean that when it gets up to four, it reaches critical mass and explodes. When this happens, the contents of the square are thrown out in all directions, and any atoms in these squares are turned into the same colour as the exploding one. As the screen gets filled up, these explosions tend to set off other atoms, and the whole screen goes ballistic, but once the sub-atomic dust's settled, there will be only one, who's the winner. Have a go, it's groovy.

other team. Controls are context-sensitive, so if you press fire when you're near the ball (or any other object) you pick it up, where as if you're near an opposing player, you'll give them a swift punch in the throat.

Ideally, you should pick up the sword that's lying around, run up to the hare (to give you extra speed) and then go and inflict as much damage on the opposition as is inhumanely possible. As the cuts and puncture wounds add up, the players get weaker and weaker until eventually you can rip their heads off and run around the pitch with them. Match Of The Day was never this entertaining.



Anyway, the best thing to do is to kill the goalkeeper, as he isn't replaced. That way, you can bash the hell out of everyone and not really bother about how many goals are scored against you, because you can always make them up at the other end. And the great thing is that no one actually gets hurt while you release all this violent energy, not in any real sense anyway.

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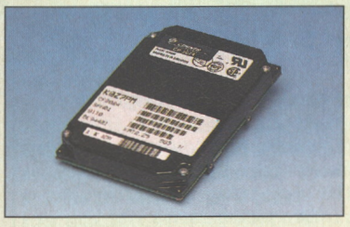

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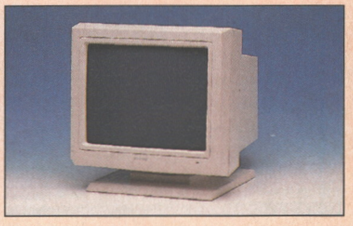

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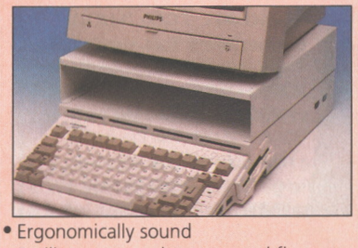

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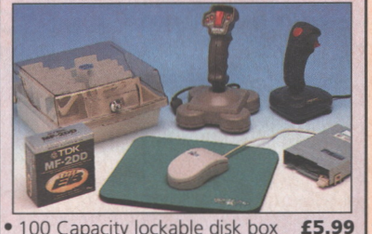

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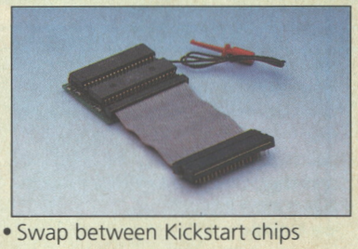

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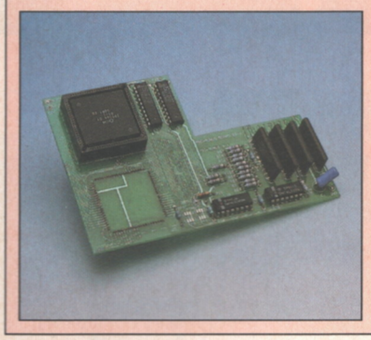

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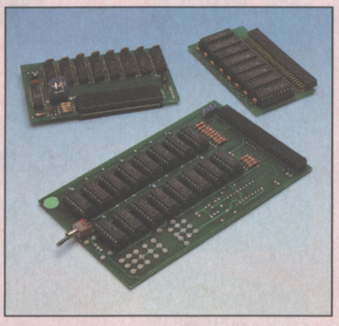

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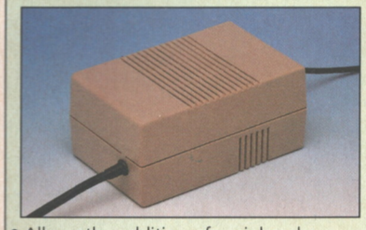

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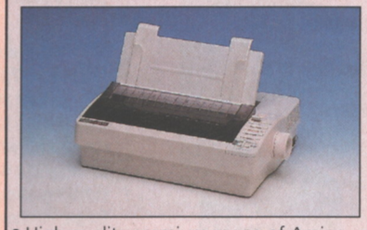

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GAMES!

FES WISH 2

We asked the AP team what they'd most like to see at The Second Future Entertainment Show. This, unfortunately, is what they came up with. Sorry.

Linda Barker, Editor
"*Cutie Adventure.* It was very entertaining on the Spectrum, so why not on the Amiga? You had to get all your band members in the right place at the right time to do a gig for the kids. If you were lucky you got to meet Duglas (sic) out of the BMX Bandits. It was ace."

Stuart Campbell, Deputy Editor
"Lots more worthwhile photo opportunities, so we don't have to plug next year's show using these same dire publicity shots. 'As you can see from the pics, last year's Future Entertainment Show was absolutely brill.' Thanks Dave."

Cameron 'Mark' Winstanley, Staff Writer
"A cross between *Lethal Enforcers* and *Mortal Kombat*, called *Lethal Mortals*. It's like an ordinary beat-'em-up only you've got a gun as well. A kung-fu cop on the streets of New York takes on bad guys using just his feet, fists, and fully-automatic firearms. It'd be so graphically violent they'd have to sell it with a sickbag."

Will we be seeing *Lethal Enforcers* on the Amiga? Cam certainly hopes so.

Dave Green, Production Editor
"I'm hoping to check out the latest developments in handy household gadgets. You know, like those NASA pens that even write upside-down, a sort of plastic keyboard overlay that you can pour coffee over and the amazing spectacles-and-windscreen cleaner that never mists up. Incredible."

Steve McGill, Staff Writer
"A big self-enclosing pod which is totally dark except for the screen. Like the G-LOC R-360 arcade machine but with a choice of game: F1 racing, helicopters, that sort of thing. This is of course linked up to other R-360 pods and you can shoot your friends so that they get hurt. Totally sensation-immersing."

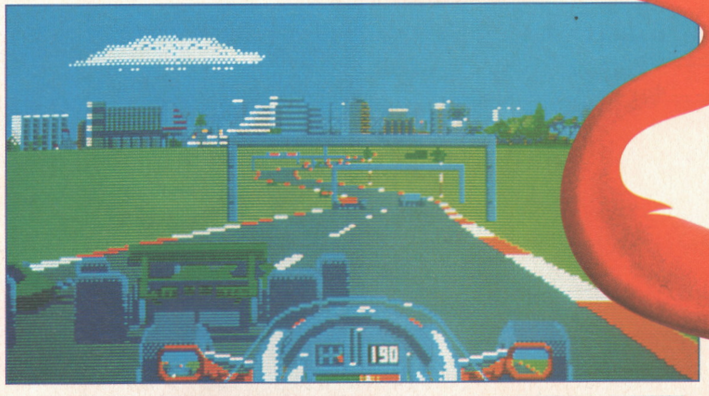
Which (if any) of these fantasy dreams will come true? You'll have to come along and find out!

The story so far: On November 11th-14th, Olympia Exhibition Centre plays host to The Second Future Entertainment Show, the mightiest video-game-related event ever devised by human beings. But what sort of 'entertainment' are we talking about here? Linda Barker takes up the tale...

Is there no stopping the progress of this show? It seems not! The very latest news is that the FES 'Games Arena' is going to be the largest ever in the entire history of the world, with independent software companies such as Domark and Gremlin rubbing shoulders with hardware giants like Sega, Nintendo and Commodore. It seems that anyone who's ever even thought about bringing out a game on the Amiga has booked exhibition space, so it's definitely the place to be for keeping bang up-to-date about what's happening on your machine.

And we're not afraid to name names, either. There's all kinds of wonderful things happening on the games front, and the Amiga figures large. Core Design will be showing off *Bubba 'n' Stix, Wonder Dog, Cyberpunk, Darkmere* and *Universe* – all for the very first time. Over on the Domark stand they're launching their fabby new *F1* racing game – rumour is that they'll have a Formula One car on their stand and maybe even a driver or two. Also making their full public debut at the show are Gremlin's *Zool 2*, new A1200 and CD32 versions of 21st Century's *Pinball Fantasies*, and US Gold's up-and-coming *Winter Olympics* licence.

As if that wasn't enough to keep you busy, there'll also be fairground rides (including the exhilarating 6G-accelerating 'Typhoon' – the only one of its kind in the country), plus laser shooty games, and the finals of the National Computer Games Championships. These'll be thrashed out on the Sega Mega Drive, the Nintendo SNES and the 32-bit-tastic Commodore CD32 and should make for gripping viewing. But even if you're not in the National Finals, you can still use your gaming skills to win! win! win! – 21st Century are holding their own *Pinball Fantasies* contest, with the first prize of a trip for two to the Consumer Electronics Show in Chicago. So get practising!



Far left: Domark plus a racing game from the authors of *Vroom!* – is it a formula for success?

Left: Ocean should be introducing this cheeky chap to the public at the FES. His name is Mr Nutz and he's a squirrel. Obviously.

CALL TODAY!

Tickets for the super Second Future Entertainment Show cost £6.95 per person, or £24.95 for a 'family' – which, for the sake of argument, can be any group of four people with at least one adult in it. To get hold of yours, you can call the ticket hotline on

051 356 5085

or fill in the form on page 55. There's only a limited number available, so put the mag down right now and get to it. We'll still be here when you get back, we promise.

ES!

GAMES!

Above: If you've spent hours playing *Pinball Fantasies*, it could all pay off at the show.

Right: This bloke won loads of money last year. Despite his hideously swollen finger.

Below: As you can see from the pics, last year's FES was absolutely brill. So there.

JUST LOOK WHAT YOU'RE MISSING

Obviously most of the other national events planned for November 11th-14th were instantly cancelled as soon as they found out about the Second Future Entertainment Show. However, in the interests of 'fair play', here's a swift round-up of the some of the other attractions that have foolishly decided to try and compete.

Museum of London, London EC2. 'Deptford Creek' – 50 black-and-white photographs by Jim Rice of people at work in the last remaining riverside industries of Deptford Creek, an area scheduled for demolition to make way for a new development of luxury homes, a hotel and a yacht marina.

Hampton Court Palace, East Molesey. Open Tuesday – Sunday, 9.30am – 6pm. Built in 1525 by Thomas Wolsey, the Palace is a mixture of Tudor and English Baroque architecture. The King's Apartments of William III, containing the country's foremost collection of tapestries, have been restored after damage sustained in the 'Great Fire' of 1986.

Hever Castle, Kent. Open daily 12 noon – 6pm. Additional attractions include the maze, an adventure playground and a Tudor costume exhibition in the Long Gallery.

Tower Of London, Tower Hill. Edward I's Medieval Palace is open to the public for the first time. The restored rooms evoke life in the Tower in the 1280s, with costumed 'interpreters' helping to recreate the atmosphere of Edward's court in the candle-lit chambers.

Westminster Abbey, Westminster. The Museum contains the Abbey's collection of royal and other effigies, and replicas of the Coronation regalia.

National Maritime Museum, Greenwich. Includes the Queen's House designed by Inigo Jones, Sir Christopher Wren's restored Octagon Room and a light-and-sound show in the Telescope Dome.

Science Museum, Cromwell Road. On November 12th, a 'Science Night' offers children and accompanying adults the chance to camp overnight in the Museum, take part in wacky workshops, go on spooky torchlit tours and listen to late-night storytelling as they lie exhausted in their sleeping bags.

Cabaret Mechanical Theatre, Covent Garden Piazza. A permanent exhibition of contemporary automata: a bizarre world of around 40 moving wood and metal sculptures.

Chatham Historic Dockyard, Chatham. A perfectly preserved Georgian river dockyard, with a working traditional ropery, the restored HMS Gannet, a collection of naval muzzle-loading guns and the largest concentration of Ancient Monuments in Britain.

Weigh up the pros and cons of each, then make your own decision about whether it'll be as much full-on fun as The Second Future Entertainment Show. We think you'll make the right choice.

SAVE NEARLY SEVEN POUNDS!

Yup, we're giving away ANOTHER ten FES tickets this month, and all you have to do to be in with a chance of winning one is send us a postcard. More specifically, you need to send us a postcard featuring your name, your address, the day you'd like to come to the show on, and the words If You Think I'm Going To All The Trouble Of Writing Out Another One Of Your Ridiculously Lengthy Compo Names Then You've Got Another Think Coming, AMIGA POWER, 29 Monmouth St, Bath, Avon BA1 2DL. Oh, and make sure it gets to us by October 31st, otherwise we'll never be able to pick out the blissfully fortunate winners and send them their tickets in time.

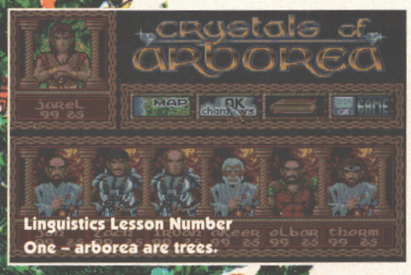
Anyway, last month's lucky entrants were Paul Cocker of Wigan, Nicholas Hartop of Farnborough, Michael Grant of Powys, Sean Bowey of Durham, Gary Benson of Co Antrim, AT Covines of Plymouth, Anthony Persand of Hayes, Dylan Billows of Widnes, Paul Adams of Salford and a mysteriously unnamed individual with wobbly handwriting from Camberley. See you at the show, kids!

TRUE STORIES

by Linda Barker

Wake up – and smell the news! We bring you top tales from the world of the Amiga – and *that's* no lie.

WELL, HERE IT IS, MERRY CHRISTMAS...



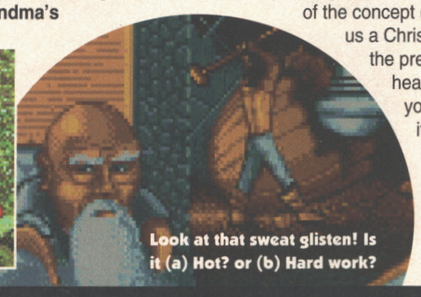
Linguistics Lesson Number One – arborea are trees.

What are you looking forward to? Your birthday maybe? Bonfire night? Well, we bet it's not Christmas, not unless you're as mad as Daze. They've launched this year's Christmas Shopping season early with a special offer on Games Worth Playing. The package comprises enough games to fill grandma's biggest stocking – and they're all at the ludicrously cheap price of £2.99.

The first batch of bargains includes *Storm Master, Metal Mutant, Crystals Of Arborea, Boston Bomb Club, Superski 2* and *Starblade*. But (as they say on TV) this amazing offer will not be available in the shops – you'll have to buy these ultra-cheapies direct from Daze. Make your cheques (or postal orders) payable to Daze Marketing and send them off to Daze at 2 Canfield Place, London NW6 3BT.

Once you've got over the initial weirdness of the concept (they even sent us a Christmas card with the press release, for heaven's sake), you've got to admit it's a great idea – with prices like these, we wish it could be Christmas every day!

I'm surprised that fire-breathing robots aren't more bored of toast.



Look at that sweat glisten! Is it (a) Hot? or (b) Hard work?

CHAOS HITS THE A1200

Can it really get any better? The Bitmap Boys certainly seem to think so.

***The Chaos Engine*, that is. Yep, as you read these very words, the Bitmap Brothers are busy putting the finishing touches to the special enhanced Amiga 1200 version. Now, I don't need to tell you anything about *The Chaos Engine*, do I? I do? Alright then... a stereotypically mad professor has disrupted the space-time continuum thus allowing the forces of chaos to enter into our world – it's your job to find the Engine and sort this mess out. The new version boasts 256 colours throughout and enhanced sound, as well as an optional computer-controlled second player and all the other features that made it such a firm AP office favourite. A1200 owners, what are you waiting for?**

A PLUG FOR PUGGSY

What is a Puggsy? And is that blue hooter part of him/it?

We're not actually absolutely sure what *Puggsy* is – apart from this year's potentially big-selling Christmas title from Psygnosis, of course. We've seen a few levels of the game (a conversion of the top-rated Mega Drive platform puzzler), and the best description of the character that anyone's could come up with so far is "a cross between a fat miniature helicopter and an animated pear" (thanks, Tim!).

Anyway, whatever he is, Puggsy's found himself in a bit of bother. His spaceship's crashed and fallen apart, and he has to find the pieces. Along the way, you get to jump on other creatures' heads in 56 interactive levels, all packed full of various helpful objects such as guns, shields and sunglasses. You use the objects to complete the level and then move on to the next one, if you can.

With its colourful scrolling backgrounds and its sweet little sprites, Mega Drive *Puggsy* looks lovely – Psygnosis assure us that the Amiga version will be just as good, if not better. And not only does it look great, but, by all accounts, it's a bit of a treat to play too. There's tons of hidden levels and sub-games, and it should be out by the end of the year. Yum yum!

Get away from it all! The Cove is the perfect holiday destination – relax and let the sun kiss your pale flanks.

BATTLE STATIONS!

If you fancy something a little more expensive, how about this, Sir?

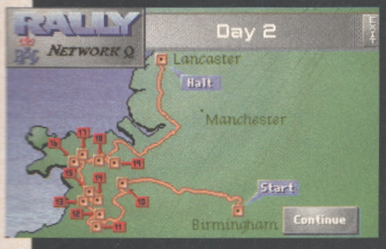
With the arrival a few months ago of the Pac-Man joystick from Greece, we thought we'd seen the mightiest game controllers ever created. BUT WE WERE WRONG! Never content to take a back seat (metaphorically speaking), Power Computing have just started selling the majestic Battlestation 2, a heavy-duty two-in-one all-purpose gaming apparatus (well, 'joystick' seems like too small a word for it). It's just like the controls you see on arcade games, and the only real downer is that it costs £99 – but it should last for ages. Contact Power on 0234 843388 for more details.

Trees, trees everywhere and not a drop to drink... erm, that doesn't sound right.

RALLY ON!

It's the final stage of this year's World Rally Championship that's being simulated here, in what promises to be, and I quote, "the latest generation of 'virtual reality' racing games". Out soon from the Europress stable, *Rally* has you competing in this year's World Rally Championships, with amazing authenticity, breakneck speeds, and screaming co-drivers on the agenda.

Europress are being backed in this venture by the RAC and the deal means that you, the player, get a whole lot of detail for your money. Actual rally routes have been filmed and scrutinised to make sure that the game has lifelike road textures and features – every tree and bush is there, along with the usual complement of roadside marshals and spectators. And let's not forget the realistic performance and handling characteristics of the cars, which include top motors like the Ford Sierra Cosworth and Toyota Celica. As you might expect from a company best known for their educational software, it certainly sounds like Europress have done their homework on this one.



It's all happening in the north-west of England this weekend. For a change.

BUNDLE ON THE AMIGA!

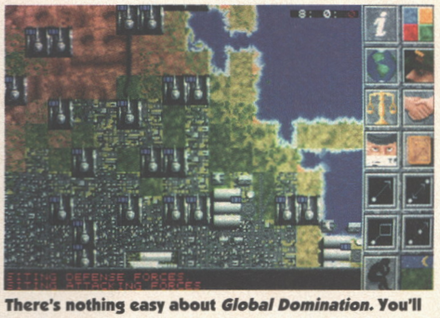
Stop press! There's a new A1200 bundle on the way – called 'Desktop Dynamite'. Yup, £349.99 now gets you an A1200, the games *Oscar* and *Dennis* and some serious word-processing and painting software too. Great value! Add to this the CD32 pack (most likely featuring *Oscar* and *Diggers*) backed by a £7 million press and TV ad campaign, and it looks like you just won't be able to get away from the Amiga this Christmas!

OVERPRICED, MORE LIKE

Aching to have a bash on Vision Software's A1200-only *Defender*-update *Overkill*, glowingly reviewed by Stuart Campbell as a "great old-fashioned arcade blast" just last issue? Well, it's gone and got itself a UK distributor, Mindscape, and a more reasonable price-tag of just £19.99. We don't know if they've made it cheaper after seeing Stuart's comments, but we certainly like to think so. We are all-powerful, you know.

TACTICAL TRIO FROM IMPRESSIONS

Motor City, USA. Home to The Jackson Five, Aretha Franklin and a great big Buick or two.



There's nothing easy about *Global Domination*. You'll need your wits about you to take over the world.

Hang on, one side's got five big guns and the other's only got the one. That's not what I call clean fighting.

Impressions have been busy little bees. They've got no less than three of their in-depth strategy-based games coming out in the not-so-distant future. There's *The Blue And The Grey*, a Civil War game which we've covered before. So we won't go into that just yet – instead we'll talk about *Detroit*, the self-styled "ultimate automobile sim" in which you design and build the car of your dreams. You take control of the whole business of motor manufacturing, from research and design to construction and advertising. As you might expect, it's a complicated procedure and takes a hundred years!

It's not easy either – not with strikes, price wars and competition from up to three human or computer opponents. *Detroit* hits the shelves in early 1994, so why not pop down to the toy store, get an Airfix kit and get in some production line practice beforehand?

Before then, there's *Global Domination* – a strategy sim which purportedly carries on where Risk, the board game, left off. As such, it's a game of international conquest with units to command, real-time play and heavy odds. Arm your armies, command them, deploy them, defeat your enemies and then... start all over again. There are plenty more worlds to conquer – early November is the release date for budding megalomaniacs to put in their leather-bound gold-embossed diaries of power.

Hot on its heels is (at last!) *The Blue And The Grey* – an American Civil War epic with even more decisions to make. Again this one features real-time gameplay, loads of different uniforms and terrain, user-friendly gameplay and great sound. And! The campaign game can be supplemented with extra data disks for other battles. Fight on, dudes!

The best has just got better...

ALIEN BREED 2... coming soon from TEAM 17

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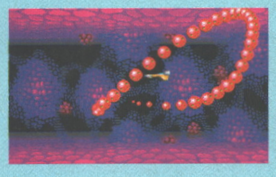
AMIGA POWER RECOMMENDS

As the Autumn evenings draw in, at last the software companies get their acts together and release some decent stuff. Check this!

SOCCER KID (Krisalis)

Yeah, we know, it was in this spot last month as well, but quite frankly, so what? Missing it out might mean that anyone picking up the mag for the first time this month would be oblivious to the existence of this great game, which would be a great pity. Life without this fantastic platformer would still be worth living of course (after all, it's just a game), but life with it means that you can trick-shot your way to victory as you follow the thrilling adventures of one boy and his football whisking round the sporting globe. It's horribly derivative of a dozen or so games, but thankfully it's taken only the best bits of them all. So that's alright then.



OVERKILL (Mindscape)

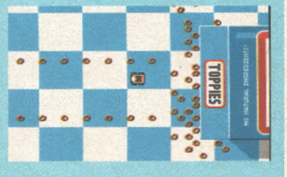
After days of gnashing his teeth as he played this, someone finally released Stuart from his misery by telling him that the arcade game on which this is based was called *Defender 3: Strike Force*. From the New Zealand team that brought us our arcade-perfect coverdisk version of *Defender* back in issue 26, this is pretty much in the same vein as you blow aliens away and drag around little blokes on parachutes. Screen shots completely fail to show the frantic action and the way the aliens blow apart like over-ripe and very juicy water melons, so play it now, or miss out on the Amiga's messiest shoot-'em-up.

DOGFIGHT (MicroProse)

Next time you play a flight sim game, remember that's all MicroProse ever do, so it came as no surprise to any of us in the office when *Dogfight* turned out not only to be fun and playable, but also noticeably based around heavier-than-air flying machines. It takes all of that tedious reality business out of the genre, leaving you with undiluted combat action: how about piloting an F16 against four Spitfires, or going up against five Harriers in a rickety old WW1 triplane? It's non-stop mix-and-match action as you go head-to-head with 12 planes plucked from the pages of flying history. And you never have to work out a waypoint or anything.

HIRED GUNS (Psygnosis)

Hired Guns is different things to different people. Cam thinks of it as *War In The Gulf* but with people, Dave reckons it's a four-character version of those *Dungeon Master* games, Stuart sees it as one of AP's longest running jokes and Steve likens it to a 'miasmic conceptual visualisation of a Utopia wracked by recombinant Gestalt guilt complexes,' but he's a bit like that. Though it's basically a sci-fi dungeon hunt, *Hired Guns* manages to cram enough moody cyberpunky atmos and wholesale slaughter into the proceedings to make it play like a totally original concept. You get to massacre small puppies and Lemmings too.



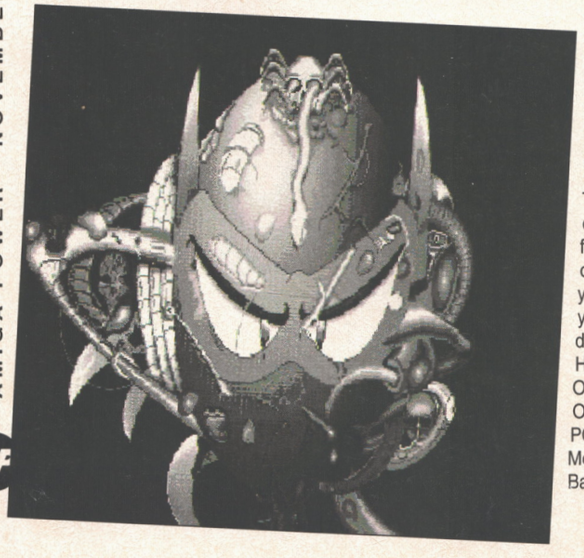
MICRO MACHINES (Codemasters)

Finally nailing the age-old 'graphics vs playability' debate, this two-player overhead racing game blows all of its rivals out of the water despite having by far the simplest graphics. Imagine racing tiny boats around the soap suds and plastic ducks of your bath, or speeding hot-rods across your breakfast table where a few baked beans could spell disaster, and then imagine no more. *Micro Machines* supplies pocket-sized spills and thrills a-plenty across race tracks as diverse as pool tables and sandpits, bedroom floors and patios. And the great thing is that mum won't stop play by calling you in when it's bedtime.

BACK AGAIN! **WIN UP TO £200 OF FREE SOFTWARE IN...**

IN THE STYLE OF

Hello, my loves. Stuart here again, with more of your fantastic artistic impressions of Amiga games, lovingly rendered 'In The Style Of...' something else altogether. And thankfully, a few of you seem to have finally got the right idea. Which, of course, means we're going to have to start sending out some free software. Damn. This month's winner is Derek Lovell of Rushden, Northants, with his stylish evocation of Amiga superstar Zool (the non-insectoid ninja from the Nth dimension) in the style of *Darkseed*, the adventure classic from Cyberdreams which was itself, of course, 'In The Style Of...' top Scandinavian bonkers painter H R Giger, so extra bonus points there for young Derek. Still, we can't go emptying the prize drawer right away, so let's take some marks off. Firstly, two points away for doing Zool, because *everybody* does Zool, then another two off for doing H R Giger, because *everybody* does H R Giger. And then lastly, we'll subtract another two for the adding-insult-to-injury ploy of doing them both together, leaving Derek with a final score of 4/10, which nonetheless still nets him a not-insubstantial £80 worth of free software. Well done, Del.



Can you do better than this? Specifically, can you do better than this without using either Zool OR H R Giger? There's £20 worth of free software for every mark out of 10 we award to your pics, so send your efforts (on disk please), to 'I Have Drawn My Own In The Style Of...', AMIGA POWER, 30 Monmouth Street, Bath, BA1 2BW.

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Mark Winstanley's spicy suggestions.

4 DESERT STRIKE PRO
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5 REACH FOR THE SKIES
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6 ARABIAN NIGHTS
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AMIGA POWER PENGUIN GALLUP CHARTS TOP 30

CHARTS COMPILED BY GALLUP SPONSORED BY PENGUIN BISCUITS ELSPA PENGUIN

★★★★★ Exceptional ★★★★★ Nearly there ★★★★ Very good ★★★ Has its moments ★★ Flawed ★ Dire

1	(8)	**CHAMPIONSHIP MANAGER '93**	Domark £25.99 ★★★★
2	(1)	**SYNDICATE**	Electronic Arts £34.99 ★★★★★
3	(NE)	**F17 CHALLENGE**	Team 17 £12.99 ★★★★
4	(2)	**PROJECT-X**	Team 17 £12.99 ★★★★
5	(4)	**SOCCER KID**	Krisalis £29.99 ★★★★★
6	(9)	**ALIEN BREED: SPECIAL EDITION '92**	Team 17 £10.99 ★★★
7	(7)	**SENSIBLE SOCCER '92/'93**	Renegade £25.99 ★★★★★
8	(3)	**GOAL!**	Virgin £30.99 ★★★★
9	(6)	**WORLD CLASS CRICKET**	Audiogenic £29.99 ★★★★
10	(4)	**DUNE 2**	Virgin £30.99 ★★★★★
11	(11)	**FLASHBACK**	US Gold £30.99 ★★★★★
12	(12)	**FORMULA 1 GRAND PRIX**	MicroProse £34.99 ★★★★★
13	(14)	**FIRST DIVISION MANAGER**	Codemasters £7.99 ★★★
14	(16)	**PREMIER MANAGER**	Gremlin £25.99 ★★★
15	(17)	**BODY BLOWS**	Team 17 £26.99 ★★★★
16	(13)	**TRIVIAL PURSUIT**	Hit Squad £7.99 ★★★
17	(12)	**DESERT STRIKE**	Electronic Arts £29.99 ★★★★★
18	(20)	**POPULOUS AND THE PROMISED LANDS**	Hit Squad £12.99 ★★★
19	(NE)	**MANCHESTER UNITED EUROPE**	Buzz £19.99 ★★★
20	(15)	**DIZZY: PRINCE OF THE YOLKFOLK**	Codemasters £7.99 ★★★★
21	(21)	**SPACE LEGENDS**	Empire £29.99 ★★★
22	(NE)	**PIRATES**	Kixx £12.99 ★★★
23	(19)	**RBI 2**	Hlt Squad £7.99 ★★
24	(RE)	**A-TRAIN**	Ocean £34.99 ★★★★
25	(30)	**THE CHAOS ENGINE**	Renegade £25.99 ★★★★★
26	(51)	**THE ADDAMS FAMILY**	Hit Squad £9.99 ★★★★★
27	(RE)	**JAMES POND**	GBH £7.99 ★★★
28	(25)	**REACH FOR THE SKY**	Virgin £30.99 ★★★★
29	(NE)	**INDY JONES/ATLANTIS**	US Gold £37.99 ★★★
30	(28)	**LOTUS TURBO CHALLENGE 2**	GBH £9.99 ★★★

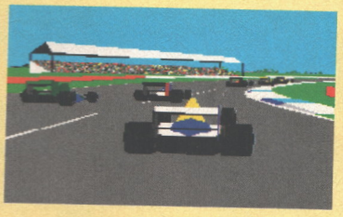
We figure you must have some idea how the charts work by now, so briefly: they're © ELSPA, they mix budgies and full-pricers together, games are rated in stars, and they're still sponsored by Penguin!

The Top 5s are laid out as follows: Game, publisher, price, AMIGA POWER star rating and position in the Top 100.

TOP FIVE GAMES THAT SUPPORT INTERNAL COMBUSTION

Carbon monoxide, sulphur trioxide, acid rain, ground level ozone. We breathe the air, we drink the water. We're all going to die crazily, scabrously and horribly. Ha Ha Ha Ha Ha Ha. Oh God!

1. **GUNSHIP 2000** MicroProse £34.99 ★★★★★ (37)
2. **FORMULA 1 GRAND PRIX** MicroProse £34.99 ★★★★★ (12)
3. **REACH FOR THE SKY** Virgin £30.99 (28) ★★★★
4. **LOTUS TURBO CHALLENGE** GBH £9.99 ★★★ (30)
5. **TEST DRIVE** Hit Squad £7.99 ★★★ (52)

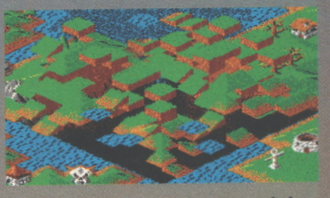


Did you know that a gallon of petrol explodes with the same force as two sticks of dynamite? Impressive.

TOP FIVE GAMES THAT SUPPORT THE MONARCHY

Open doors. Genetically-ingrained Teutonic overtones. Privilege in a glass, a wink and a handshake. Autocracy over meritocracy any day. That's what we say. Right Stuart?

1. **WORLD CLASS CRICKET** Audiogenic £29.99 ★★★★ (9)
2. **DUNE 2** Virgin £30.00 ★★★★★ (10)
3. **POPULOUS AND THE PROMISED LANDS** Hit Squad £12.99 ★★★ (18)
4. **DIZZY PRINCE OF YOLKFOLK** Codemasters £7.99 ★★★★ (20)
5. **PIRATES** Kixx £12.99 ★★★ (23)



My grandma loves the Queen, and she thinks Andrew's a "nice young man" but that Charles "is a bit strange".

TOP FIVE GAMES THAT SUPPORT BIG BROTHER

Personal profiles. Secret details. Credit checks. Bar codes.Whole person concepts. They know who you are and they know where you live.

1. **SYNDICATE** Electronic Arts £34.99 ★★★★★ (2)
2. **DESERT STRIKE** Electronic Arts £29.99 ★★★★★ (17)
3. **SPACE LEGENDS** Empire £29.99 ★★★ (24)
4. **THE CHAOS ENGINE** Renegade £25.99 ★★★★★ (25)
5. **CIVILIZATION** MicroProse £34.99 ★★★ (37)

The Iraqi adaptation of The Famous Five books have a brutal and bloody ending.

TOP FIVE GAMES THAT SUPPORT FOOTBALL

One team in Ayrshire, there's only one team in Ayrshire. One team in Ayyyrrrshhhire. There's only one team in Ayrshire. Tommy Burns, Tommy Burns, Tommy Burns, Tooommmyyy Buuurrrnnnss. *(And so forth. – Ed)*

1. **CHAMPIONSHIP MANAGER** Domark £25.99 ★★★★ (1)
2. **SOCCER KID** Krisalis £29.99 ★★★★★ (5)
3. **SENSIBLE SOCCER '92/93** Renegade £25.99 ★★★★★ (7)
4. **GOAL!** Virgin £30.99 ★★★★ (9)
5. **FIRST DIVISION MANAGER** Codemasters £7.99 ★★★ (14)

Shakespeare once wrote "If football be the food of love, play on." What a dude.

FACE FACTS: YOU REALLY CAN'T KNOW TOO MUCH ABOUT GAMES

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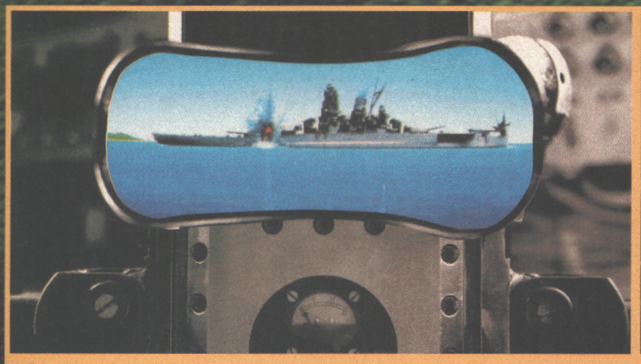
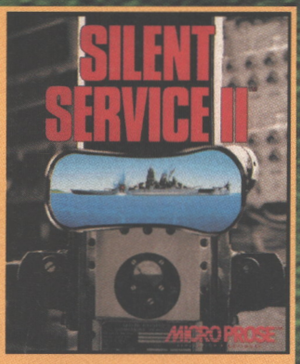
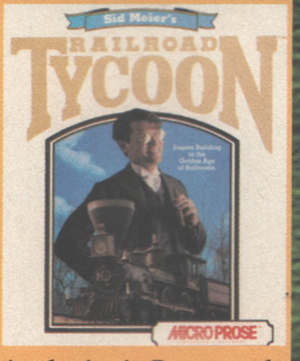




SILENT SERVICE II : Silent Service II is the sequel of Silent Service, the great sub-battle simulation. This new version benefits from great technological improvements and many new missions.

RED BARON : 1914, World War One breaks out in the sky; thanks to Red Baron you now have the chance to become one of the aces of all times.



RAILROAD TYCOON : In the 19th century Industrial Revolution begins in Europe and America; thanks to Railroad Tycoon you will be able to take part in this epic running a railway company.

THE PERFECT GENERAL : The Perfect General includes a highly refined yet intuitive playing system; in this wargame you will be able to challenge either your computer or another player through various battles.

Battles & Strategy...

THE LORDS OF POWER

...4 hits for glory.

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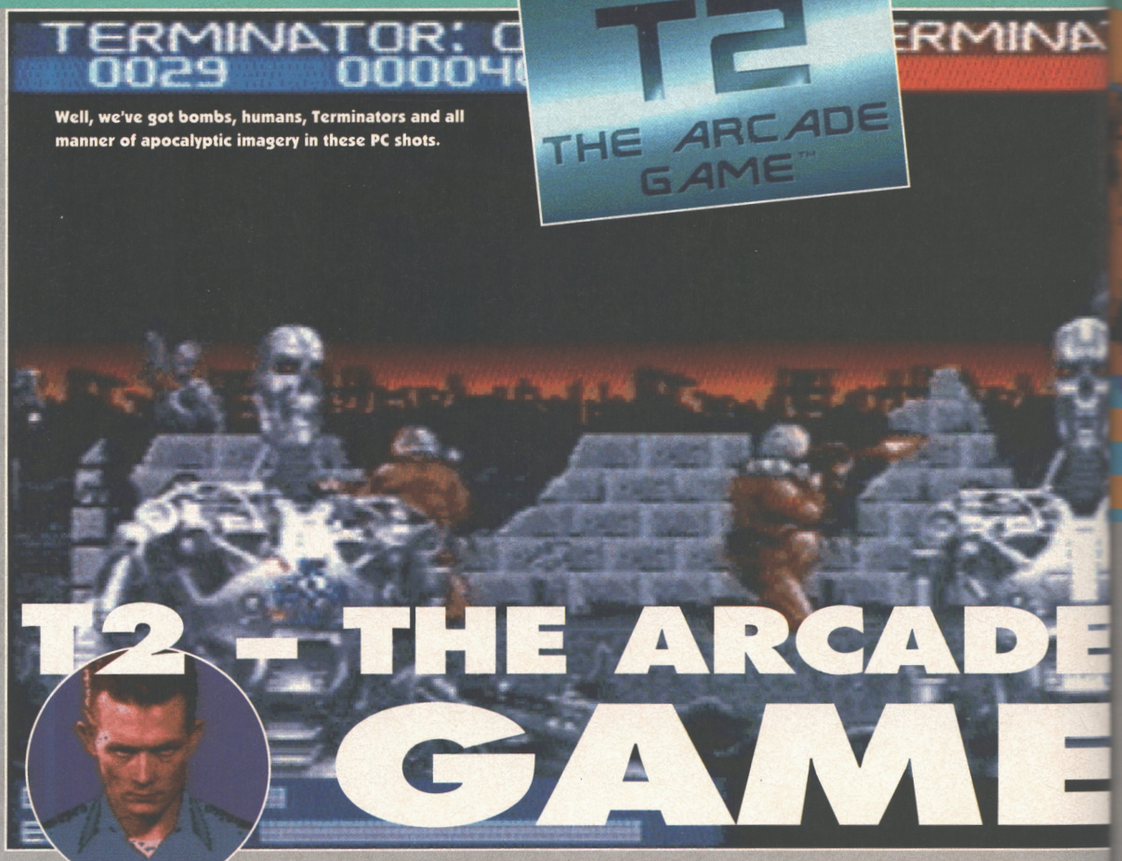
THE SHAPE OF THINGS TO COME

We came across time for you, readers – to show how the machines plan to take full control of your lives.



Well, we've got bombs, humans, Terminators and all manner of apocalyptic imagery in these PC shots.

Game: Terminator 2 – The Arcade Game
Publisher: Virgin
Authors: John Meegan, Terry Ford, Allister Brimble, Terry Haynes
ETA: Early 1994

Briefly: Cam was fed up. It seemed like Stuart was making him write all of the previews section, and it wasn't fair. Now he'd got to write about the Amiga conversion of the popular *T2* arcade game (the one with the two big guns and all the digitised pictures) when he'd much rather skive off and go to the cinema. It was then that he remembered Dave's experimental time displacement module, and slowly a plan started to form. Rummaging through the stack of recent job applications, he reached for the phone...

The creators speak: Young Ricky Morton from Tipton could hardly believe it. He'd just been phoned up by one of the mightiest beings ever to produce a computer games magazine, and been offered 50 quid to write a single page preview. His hands trembled as he phoned Terry Haynes, the producer of the Amiga version of *T2* at the offices of top software developers, Probe. First he asked how similar the Amiga version would be to the arcade game.

"As with *Mortal Kombat*, Probe's other current arcade conversion, the source code came direct from the arcade original. This produced the Mega Drive version, which is the version we're actually converting. We're having to alter some of the graphics to fit the restrictions of the Amiga, but it'll be as close to the original as the machine can manage."

Scribbling frantically, Ricky asked the team about the specifics of the game. "It's a simultaneous two-player shoot-'em-up, viewed from a first-person perspective. The seven-level action follows the film quite closely, and you play the old John Connor in the first four levels, and Arnie's character, the T100, in the later ones.

We're not bothering with any light guns, so the-on-screen targeting's going to be done using any combination of either two joysticks or mice."

Before Ricky sent off the fax and got his cash, he asked who the team would most like to destroy if they controlled an unstoppable cyborg assassin. They replied in unison. "Anyone in the Gillette adverts, kill the lot of 'em – they're just too smug. And all the guys in that Bacardi ad. But not Auntie Beryl – she's a babe."

Verdict so far: Cam got back to the office just in time to see Ricky's fax arrive. Brilliant! Quickly, he set the time module for a few hours in the past, where he saw himself reaching for the phone. "Don't do it!" he yelled. "We already know that *T2* promises to be as flashy and fun as the Mega Drive version, and, hey, the graphics look great. Put down the phone, go to the pictures and forget about the kid. We win, he loses, and life is sweet." Cam (future) laughed heartlessly as Cam (past) gratefully left the office, and then he zapped back to his own time. And young Ricky was none the wiser.

● *CAM WINSTANLEY*

"The source code came direct from the arcade original"

"All the way with the HK," screamed the dancing Terminator cheerleader posse.

If you play John Connor in this level, who does player two play? Tell me that.

ZOOL 2

Game: Zool 2
Publisher: Gremlin
Authors: Andy Findlay and Ed Campbell
ETA: November

Briefly: First there was *Zool*, and now there is two. Of it.

The creators speak: Ever since the wee green alien-type monster hit the Amiga screens, there's been a raging controversy about whether he was an ant or not, so much so that Gremlin actually launched a 'Zool is not an ant' campaign a few months back. We all thought that the advert used to read 'Ninja ant from the Nth dimension' but it turns out that word 'ant' was just some sort of mass hallucination or widespread paranoia. I thanked *Zool 2's* producer Peter Cook for pointing this out to me and challenged him to tell me everything about the new product without any prompts from me at all, thus entirely freeing me of my role as an investigative journalist. Nice one.

"We're sticking pretty close to the original *Zool* gameplay, but we're taking this chance to tweak some of the bits we didn't really like. For instance, Zool can now climb up walls, whereas before he could only stick to them, and he now does a great backflip off walls. There's also a move where he can shin round from one side of a pole to the other, and we're just adding a bonus power shot, which'll be available as a power-up."

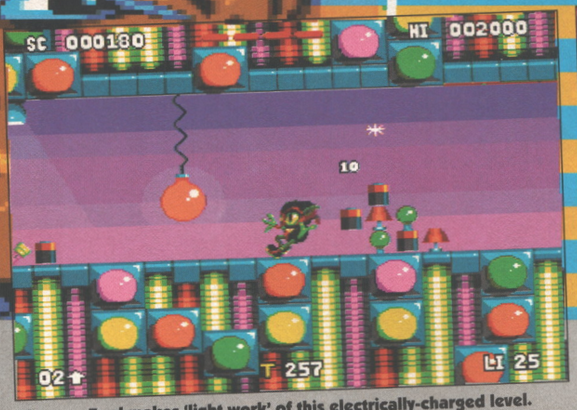
And there's a girl! Playing through the demo levels, I couldn't help but notice that on one of them, Zool seemed to have longer hair, a daintier step and an all-round more sylph-like figure. A babe Zool, or a worrying trend towards computer characters that cross-dress? I quizzed Peter on the matter.

"As well as playing Zool, you can also play Zooz, who's a girl Ninja, but there won't be a simultaneous two-player option. Zooz looks different, and has got different powers. Zool can jump up through floors, but Zooz can jump down through them, so each level will play differently depending on the character. She's got a whip which she uses to knock out her enemies, and also a few different moves, which we're working on right now. There's also Zool's dog, which has a head at each end and reacts differently depending on whether the stupid head or the clever head is facing forwards. Zoon, as he's called, will appear in a bonus level, which we're not really sure about yet, but it may be a sort of breakout game. Another new character is Mental Block, who's the chief baddie's henchman and is a large morphing block, so he changes form at the end of each of the six levels.

"We've got the programming team which worked on *Harlequin*, which everyone seemed to be very pleased about, and they're developing many of the themes and elements of the original Zool and his world. The Chupa Chops lollies are still there, as it gives the sweet makers plenty of advertising and means that Zool will be displayed at all the retail outlets."

Verdict so far: Gremlin reckon that worldwide sales of *Zool* are set to top one million, so it's got plenty of fans. Zool 2 doesn't look like it's going to be vastly different, but that never did sales of *Sonic 2* any harm. He may not be an ant, but this game's certainly going to be an import-ant Christmas release. Arf. *(That's the last straw. Get out. This inst-ant. – Ed)*

● *CAM WINSTANLEY*



The new Zool makes 'light work' of this electrically-charged level. (Clever wording, I know. Cheers.) He still looks like an ant to me.

Come on and feel the power! With the current coursing up your legs, will you be able to stop your feet from dancing the night away?

Run away, little ant-thing! That blue blob looks a tad miffed – decidedly unfriendly.

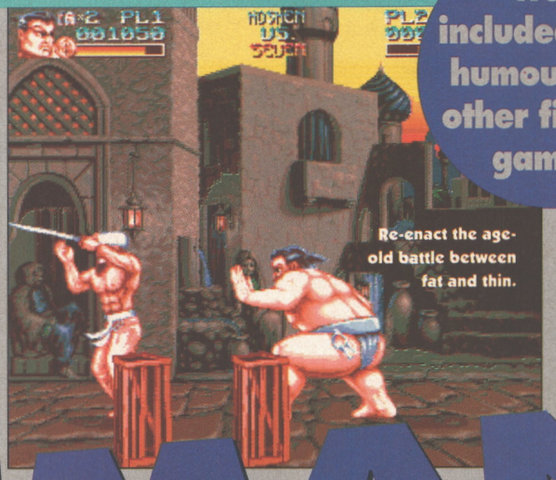
Look at the teeth on that blob guy. They look like they could inflict a nasty nip, duck!

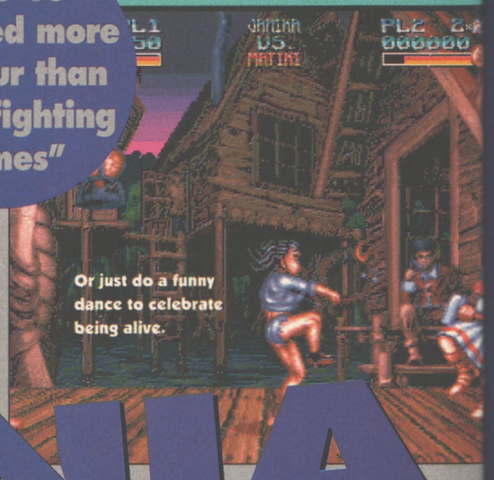
"A worrying trend towards characters that cross-dress"

How far can an ant-type creature go? Very far indeed if he's this big, or is that just an incredibly small-scale model of the Sphinx?

It's a tongue twister – choose your colour and lick away. By the time you reach the top you'll be so dizzy that you'll fall in a spin.

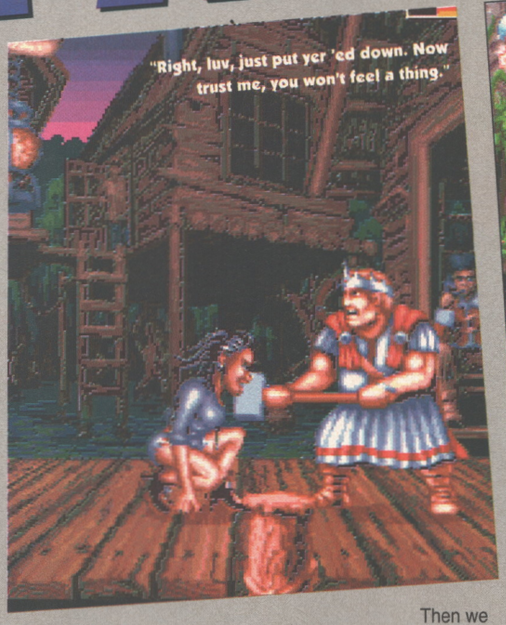
Ah, the Sphinx – a much-maligned lady and now she's got to put up with uppity little ant-beings using her noble brow as a dance floor. Poor thing!





"We've included more humour than other fighting games"

ELFMANIA



Game: Elfmania
Publisher: Renegade
Authors: Terramarque
ETA: Nov/Dec

Briefly: A *Street Fighter 2*-esque beat-'em-up, in a cute and fluffy sort of way.

The creators speak: What do they feed programmers on in Finland? A few months ago the Bloodhouse boys treated us to *Stardust,* a game that turned out to be the most popular coverdisk demo we've had in ages, and now Terramarque have arrived from their Helsinki offices to show off their almost-too-gorgeous-to-be-believed beat-'em-up. Fresh from demonstrating the game for three days at the ECTS, Ilari Kuittinen launched into a frighteningly slick presentation.

"The first thing you notice is the level of detail in the graphics. There's foreground and background animation, multiple layers of parallax scrolling and, on the dock level, the platform the players fight on rolls with the sea." See for yourself on the screenshots – the detail's incredible, but you have to see the parallax in motion to see just how lush it is. The ground parallaxes too, which is something that was missed out of the Amiga version of *Street Fighter 2* because they said it couldn't be done on a standard Amiga. Wrong.

"We've gone for a much softer, less violent approach, and included more humour than other fighting games, so when characters are punched, they look dazed and stagger around accompanied by tweety bird noises. Life points are shown by coins, and lives by treasure chests, so when a chest is empty, you've lost a life. Each game is continuous, though, so you play without interruption until one player's used up all his coins. As well as being the player's life force, the coins also play a part in the game as they can be used as weapons if you punch them at an opposing player.

"There are only four characters and four locations at the moment, but we're working on a Wood Elf and an Ice Elf and their home levels. As well as normal hand-to-hand fighting, the Fakir has a sword and the Fat King has a huge battle hammer, so there's plenty of variation in techniques."

If they keep this up, somebody's going to get hurt.

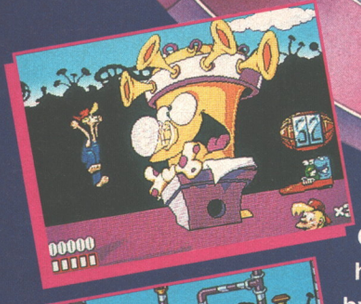
Those massive flarey trousers are a hazard of the job – they could really slow you down.

Then we played, we fought, and I lost, so no surprise there. All the action's accompanied by some damn funky tunes and some great voice samples, but the impact sound effects are a bit sparse. All movements are available using a single button joystick, and the special moves are easy to access, so there's none of this 'up, then left, down, down, fire' nonsense to get to flashy attacks. And those graphics, wow.

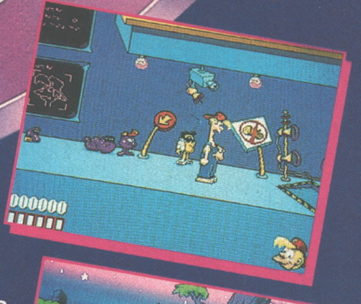
Verdict so far: For a while now, programmers have been moaning about how they've pushed the A500 to the limit and are turning their backs on it because the A1200 offers more scope. Well boys, Terramarque are proving that that's a load of porkies, and it looks like the real reason that you can't get decent results out of the humble 500 is because you're simply NOT GOOD ENOUGH. *Elfmania's* stunning, and does things on screen that I wouldn't have thought possible, and with the prospect of data disks offering four more characters on top of the existing six, it could well be a firm favourite of combat fans everywhere. At the moment the gameplay's not quite there yet, but Terramarque have got a good few months to tweak it. The sound needs beefing up, the characters need levelling out a bit and maybe a few extra moves would improve the gameplay, but let's face it, it looks so good you really want to stand it in front of a mirror so it can look at itself. For ever.

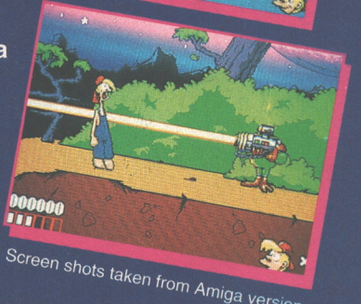
● *CAM WINSTANLEY*

BUBBA 'N' STIX



Available on Amiga (1 meg only)



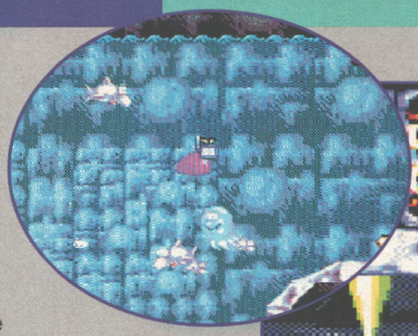


Screen shots taken from Amiga version

Our goofy hero and his friend - an intelligent alien stick - have crash landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use his stick in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this horizontally scrolling puzzle.

CORE DESIGN LIMITED

Core Design Limited, Tradewinds House, 69-71A Ashbourne Road, Derby DE22 3FS. Tel: (0332) 297797 Fax: (0332) 381511



He's well-camouflaged this Globdule chap. Trouble is, so are the nasties.

Game: Globdule
Publisher: Psygnosis
Authors: In house
ETA: Early 1994

GLOBDULE

Briefly: Creeps and ghouls and rabbits too can really cause you fear. So if you want to find out more I suggest you tune in here. *(Er, yes. – Ed)*

The creators speak: *Globdule*, eh? What's it all about? To answer these (and other) questions, Mark Blewitt, Psygnosis PR man extraordinaire, visited AMIGA POWER Towers earlier today and, contrary to his name, did not 'blow' anything. In fact the personification of the voice at the other end of the telephone turned out to be a well-spoken, charming and very funny young man. Some of his jokes quite literally had us laughing our (rebelliously white) socks off.

So, to *Globdule*. Mark pulled several 3.5-inch blue plastic squares from his magical leather briefcase and hilariously told us that they were the 'Up-and-coming preview disks'. Dave, unaccustomed to the intensity of Earthling humour, then had to take a leave of absence which so far has not been adequately explained. Someone did say they heard a panicky voice saying something like "Dave calling Orson" escaping from the sound-proofed confines of the toilet upstairs. But this is only an unsubstantiated rumour. Dave is keeping mysteriously quiet about the whole thing.

But let's get back to the game. *Globdule!* Clever wording, I know. For the uninitiated, a 'glob' is a roundish dollop of a semi-liquid substance and a 'dule' is a prearranged fight between two people, only spelt wrongly in this case. So, you might have expected the game to be some sort of battle of honour between a pair of squidgy blob-creatures, maybe to prove once and for all which is the most viscous of the two. Unfortunately, you'd be wrong.

Enough speculation. After a few hiccups with operating system configurations and other exciting things like that, we finally got *Globdule* up and running. The first thing that struck me about it was that the eponymous hero of the game looks incredibly like one of the squidgy slimy high-protein low-fibre plasticine worms from that all-time kids' TV animation classic, Trapdoor. I said as much to Mark Blewitt. With razor-sharp wit capable of cutting soggy rice paper at fifty paces, Mark answered, quick as a bullet, "Yes it does". It took us at least five minutes to recover from that particular 'bon mot', let me tell you. Luckily, Dave was still trying to contact Orson (allegedly). His alien constitution could have been ripped apart by the severity of the Blewitt comical parry riposte. Lucky Dave! *(Get back to the point, Steve, please. – Ed)*

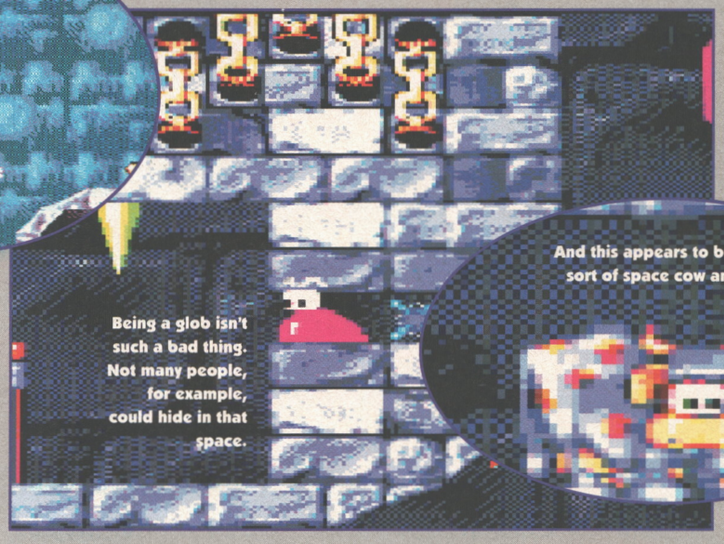
Where was I? Ah yes, Trapdoor. Berk the overworked blue blob of plasticine and his little pet green blob Drut who likes to eat worms. Not to mention Boney – Berk's bonehead friend. And then of course there's the 'Master' thing that you never get to see. Although in one episode you did get an eyeball at one of his eyeballs. It was horrible. I still wake up covered in blue globdules (sorry, beads) of sweat when I sometimes have my 'Trapdoor dream' by accident. *(No, Steve, not that point. I meant get back to the other one. – Ed)*

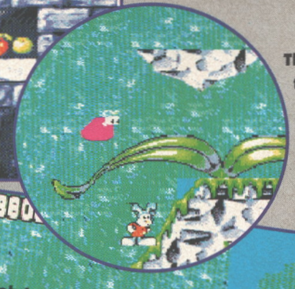
Oh, right. Anyway, this blobby, er, thingy (GLOBDULE! It's a GLOBDULE! – Ed) looks like a Trapdoor worm or Drut with no legs. But that's where the resemblance ends, because Globdule has abilities that are far more evocative of other creatures from the Trapdoor mythos – for instance, he can stick to walls, or change shape in morph-like transformations that enable him to pour through holes, spaces and the like.

Hmm, so what's the game actually about, then? Originally enough, Globdule has to go around collecting keys and power-ups while exploring large atmospheric caverns. But this particular go-around-collecting-keys-and-power-ups game, Mark Blewitt assured us, is completely different from all the other platform-puzzlers on the market. And – this time – he wasn't joking.

Verdict so far: You can't get away from the fact that *Globdule* does look very pretty and cute. So, if you're into cute platformers, it looks like there's another one headed your way. But somehow it still reminds me of something. Maybe it's *Morph.* Or maybe it's just those worms from Trapdoor again. Did anyone see the episode where Berk had to collect all the different parts of a magical potion and one of the monsters went invisible... *(FADE TO INTERMINABLE CHILDREN'S TELEVISION NOSTALGIA. – Ed)*

● *STEVE McGILL*



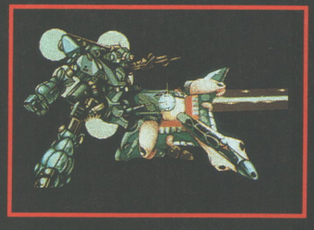


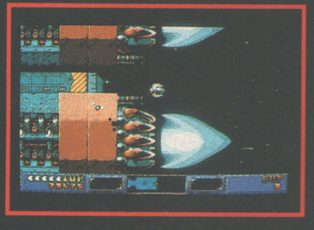
There seems to be a distinct lack of gravity in this world. Lucky, that.

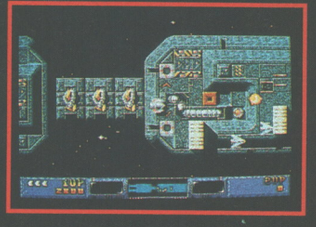
"I sometimes have my 'Trapdoor dream' by accident"

Fresh from the vaults of total play-ability comes this unique reprise of the classic shoot 'em up. Featuring the fastest scrolling and most detailed graphics that the Amiga has ever seen, pit your wits and reflexes against fleets of Leviathan spaceships as your Manta swoops low and leaves a trail of mayhem in its wake.

URIDIUM 2







"It's absolutely stunning with superb graphics, marvellous effects and simple-as-pie gameplay."
Amiga Action.

"Uridium II is fantastic. You can take our word for it... Smashing!"
Amiga Format.

"All in all, Uridium II is shaping up to be one helluva game."
CU Amiga.

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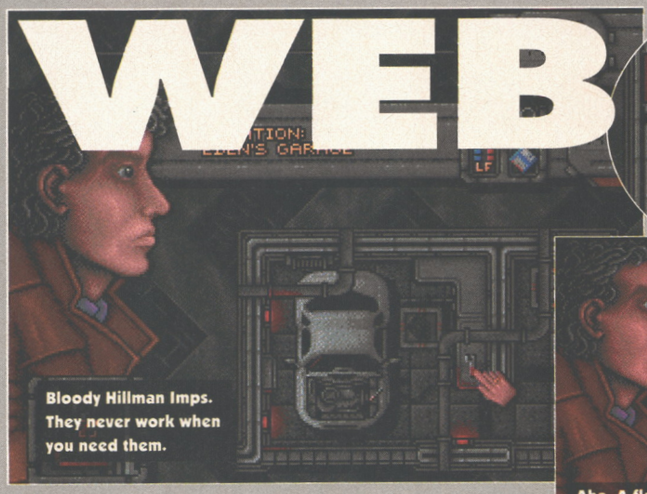
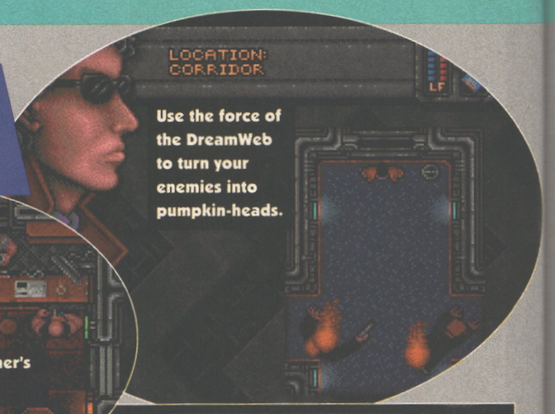
DREAMWEB



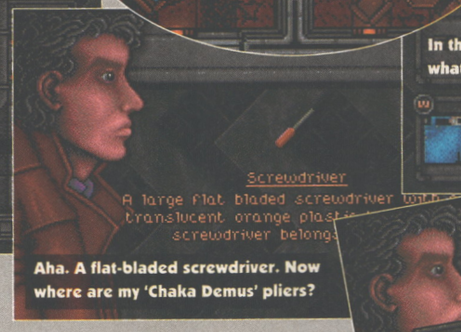
Bloody Hillman Imps. They never work when you need them.

It's Marky Marks brother's bar – 'Sparky Sparks'.



Use the force of the DreamWeb to turn your enemies into pumpkin-heads.

In the future, it's amazing what your wallet can hold.



Aha. A flat-bladed screwdriver. Now where are my 'Chaka Demus' pliers?

This isn't the future. It's our office security door and I still can't get in.

Game: DreamWeb
Publisher: Empire
Authors: Creative Reality, Neil Dodwell, David Dew
ETA: January '94

Briefly: *DreamWeb* is the first game to come from the imaginative brain-fingertip interface of recently-formed softies Creative Reality.

Set in a black, sombre, no-hope-for-mankind world (that's right, it's 1993), the plot is like a derivative of Videodrome meets Altered States and The Running Man with lashings of Sisters of Mercy ambience on top. That being said, the seasonably reasonable plot is almost original and all wannabe cyberpunks are going to love it – you get to waste people with wanton abandon, jack into the matrix and walk about a top-down view Blade Runnerish city. Well, that's what I thought the obvious influences where when I first saw it – let's see if the authors agree.

The creators speak:

"*DreamWeb* throws together the elements of science fiction and adventure in a compelling game of pure style," they said. "The black mood is enhanced by stunning graphics in an overhead view that roars new life into the genre. Every animation has been beautifully choreographed and every pixel is exact. With an innovative magnify mode each pixel can be closely examined and tiny objects manipulated. You can even pick a pea off the floor and eat it – if you have the stomach!"

All this talk of strong stomachs, black moods and style makes me think that this game is going to be too much for some of our platform-cutesy players to handle.

"A strong stomach is what you will need when your task becomes ever more dangerous and violent. To fight for good you will need to be hard and unscrupulous – the end justifies the means. But you won't have many friends by the end of the game and the whole police force'll be after you."

"By the end the whole police force will be after you"

Verdict so far:

The version I got to see was running on a PC and it has to be admitted that it was truly beautiful. The restricted colour palette prompts a creeping sense of claustrophobia, terror and tension all round.

The storyline, though linear in fashion, has enough hooks and sub-plots to keep the adventuring fraternity happy; while your character romps around on his assassination operation a serial killer is also on a bit of a spree. The intention being that as you progress, the harder your killing spree will become.

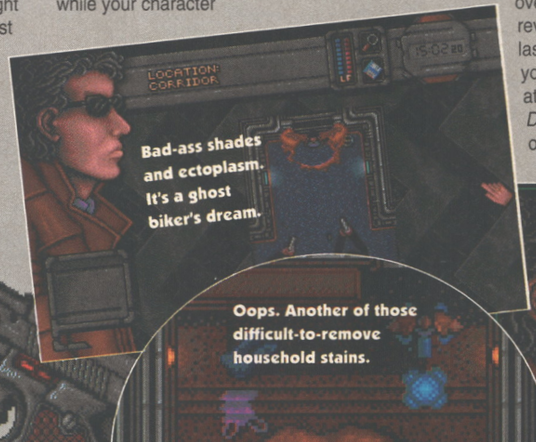
I'll have to suspend judgement on the sound for this preview due to the fact that it was standard PC fare – ie not in the Amiga's league. Anyway, it's going to have to be top-notch to keep up with the graphics.

If you take a look at the overly-verbose review of Hired Guns in last month's issue of AP, you'll see that I'm a fan of atmospheric games. *DreamWeb* has atmosphere oozing out of its pixellated display unit. The level of detail is truly incredible. The blurb about being able to pick up a pea and eat it is no exaggeration. Everything that you see in a room or building can be picked up. In one instance, I managed to make the main character pick up a TV remote control. Imagine my surprise when the TV in the corner of the room then switched itself on.

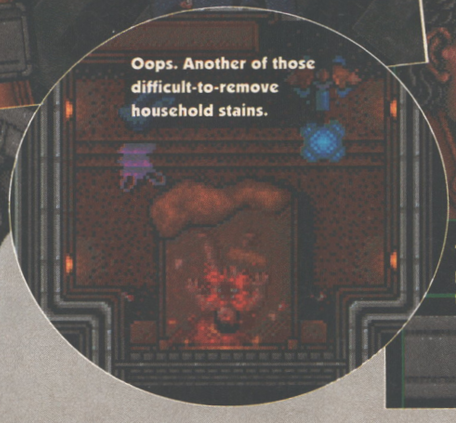
This is what happens if you try to be big and clever.

They weren't showing the usual BBC Monday evening schedule, so maybe the future won't be so bleak after all. Look out for *DreamWeb* around the beginning of next year. It shouldn't disappoint.

● *STEVE McGILL*



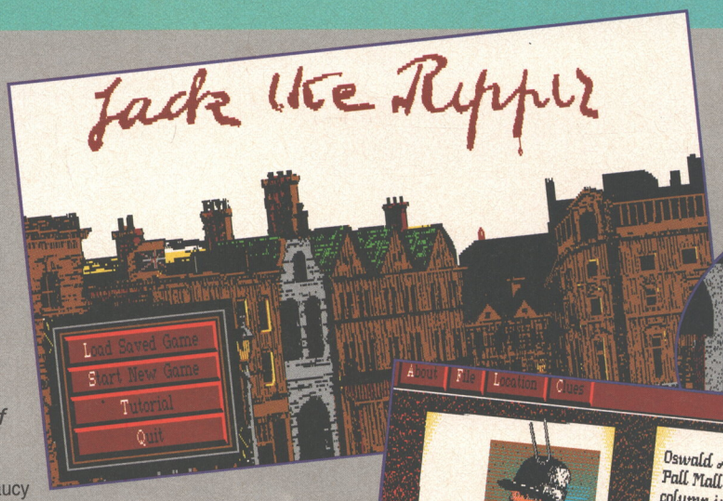
Bad-ass shades and ectoplasm. It's a ghost biker's dream.


Oops. Another of those difficult-to-remove household stains.

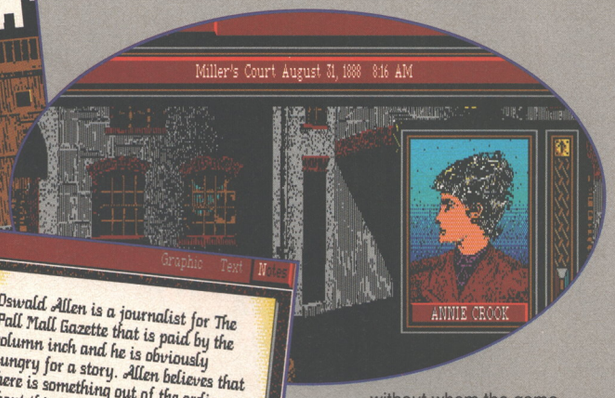
The level of detail is pretty amazing. Must form the New Pedantics.

JACK THE RIPPER

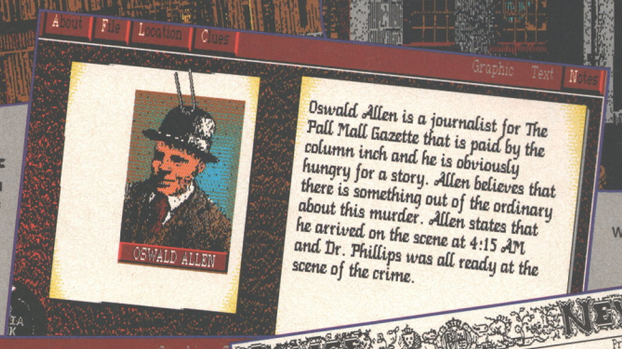
Game: Jack The Ripper
Publisher: Mirage
Authors: Intergalactic Development Incorporated
ETA: When the full moon rises over the dark shadows of old London town *(That's enough of that. – Ed)*



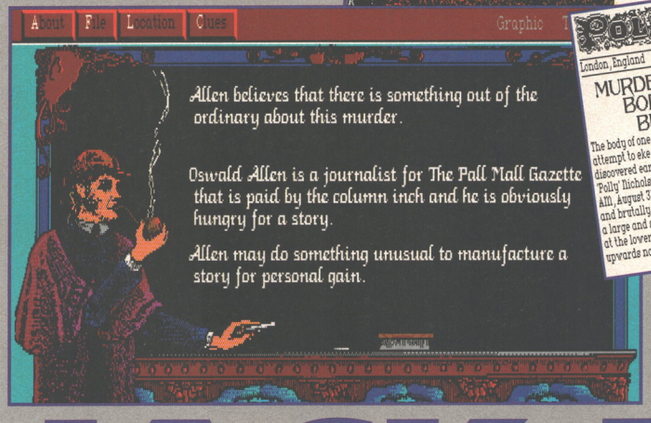
What an atmospheric opening screen, ch? You really can't beat a bit of dripping blood.



Aha, the photo must have some significance, but quite what we don't know. Yet.



***Hungry* for stories, eh? Sounds a bit suspicious.**



Fire and murder, eh? Nothing ever changes.

A dishonest journalist? That sounds like stereotyping!

Anyway, no-one was available when I phoned Mirage, so I thought I'd just bypass them and speak to the person without whom the game would never have been written. Phone calls to Hell are pretty expensive though, even after 6pm, so I only had a short time to chat to the elusive Ripper who to this day lives a shadowy and reclusive existence in that sulphurous underworld. I started by asking him what form the game takes.

"IDI have developed the game, and they have torn kittens limb from limb to get in the mood. HA HA HA ha ha! No, but seriously, they've taken all the available information on people involved with the crimes, the locations and the suspects. The game then puts you in the role of an amateur sleuth who sets out to track down the murderer and put a stop to the killings."

I pointed out that if it had been that easy, then the puzzle would have been solved, and asked him how the game gets round this.

"Well, as one street-walker said to the other 'Help me, choke, help, my throat's been cut, Aaaaargh!'. I'm joking of course, but to answer your question, IDI have included several vital but fictitious clues which will enable you to actually solve the crimes. Depending on how many clues you need before you work it out and how long it takes you, you not only get a different score but also reach a different conclusion. Tell me, where does your family live?"

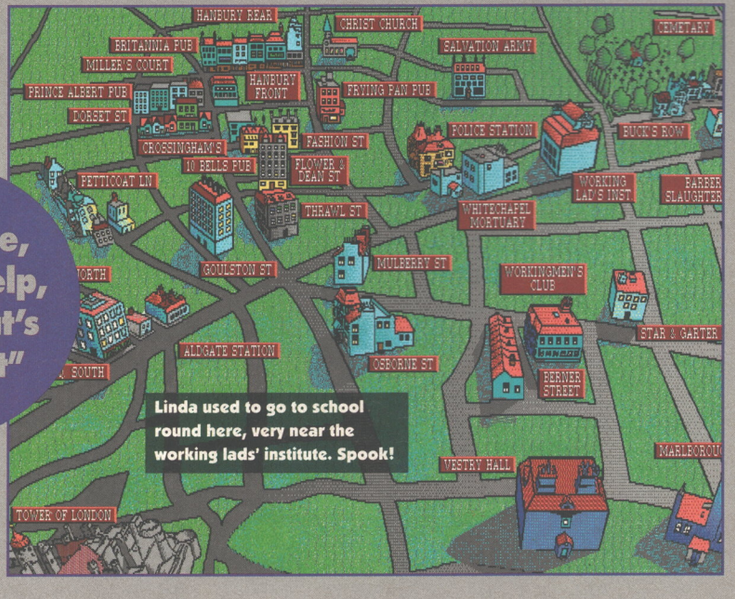
I thanked him quickly and hung up.

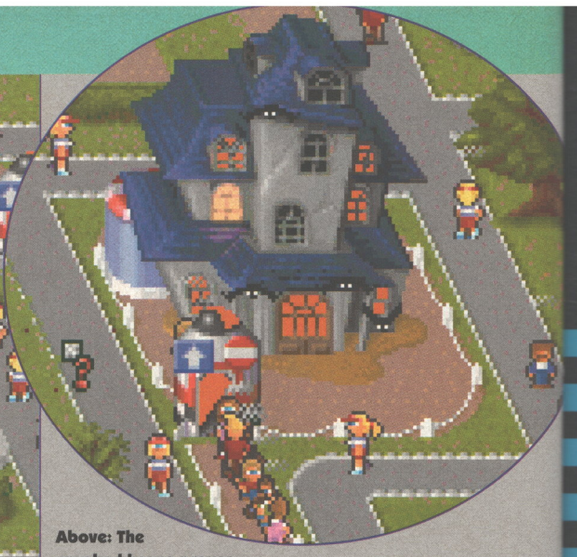
Bad Jack's verdict: "It's not often that a series of real-life murders gets a computer game of their very own, so for all of you out there who buy Serial Killers Quarterly and True Crimes Magazine, this could well be just what you've waiting for. With specially commissioned pen-and-ink drawings accompanying the game and a simple mouse-operated interface, my game will be the ideal way to spend those long, dark, cold winter nights. Sweet dreams, HEE HEE Ha ho, etc."

● *CAM WINSTANLEY*

The creators speak: Who was Jack the Ripper, why did he pray so mercilessly on 'ladies of the night' and what were his links with the royal family and/or the Freemasons? The fact is that no-one really knows, otherwise I tend to think that there'd have been a successful prosecution and the murders would have gone down in the history books as the 'Gary the Orthodontist Murders', or something like that. Unless of course, the murderer had actually been called Jack. Can you imagine his surprise and fear when he saw his name splashed across the front pages of newspapers? *(Oh, do get on with it. – Ed)*

"Help me, choke, help, my throat's been cut"





Above: The crooked house proves as popular as ever.

Left: Street entertainment reaches new and dizzy heights in the park with blue chickens to cheer you on your way.

SIM THEME PARK

Game: Sim Theme Park
Publisher: Bullfrog
Authors: Bullfrog
ETA: Next year (Sorry)

Briefly: What's the first thing you think about when the subject of theme parks comes up in conversation? Could it be the rides? The facilities? The roads and pavements? The queues? The entertainers? The prices? What do you mean you don't know?

Apart from the first subject mentioned in the list, it's unlikely that you'll have paid too much attention to the others. Assuming the theme park was any good that is. On the other hand, if it was bad, you'd probably end up on a rant: "I tripped and fell on the mud path. The hamburger stall was crap, the chips were dripping with grease. They cost too much. The queues were too long, I got bored. There were no entertainers. What about the litter? It was everywhere. The staff were rude. And I couldn't find the lavs 'cos they were tiny little unhygienic huts."

"You need more than just rides and thrills"

The creators speak: Okay, point made. Hopefully you got the gist. You're more likely to complain about bad points than you are good (psycho-profile demographically speaking of course). In fact, talk to the marketing department of any big company and they'll tell you that it's statistically provable that someone who's pleased with a product or service will tell two of their friends. But if he/she's dissatisfied, he/she will tell five of their friends and a veritable plethora of their colleagues. And if marketing people say that's the case, it must be true. Right kids?

So what's all this got to do with this particular preview? Lots and lots and lots actually. *Sim Theme Park* is the brainchild of Peter Molyneux, the constant innovator and agent entrepreneur of Bullfrog. He explained the basics and the strategy behind *Sim Theme Park.*

"It's based around the successful management of a theme park. You start off with a piece of waste ground and a wad of money. You have to attempt to build a theme park that will keep punters satisfied and happy. To do this, you need more than just rides and thrills."

Unfortunately, you can't afford the best rides when you first start out. An infrastructure first has to be built and maintained: roads, paths, buildings, hi-bandwidth ISDN data information interchange networks etc. Facilities like chip shops, burger bars and Pepsi Max vending machines should also be constructed in order to keep your daytrippers happy.

"The people in the park all belong to different age groups and have different personalities and outlooks. Some of the smartest programming is tucked away in the artificially intelligent personality attributes. Everyone reacts differently. The more people you keep happy, the more you can charge for entry to the park, for the food in the shops and that kind of thing. An important part of the strategy is the instant marketing research ie you can click on someone and ask them questions. For example, the most likely question you'll find yourself asking is: what did you think of the rides and will you come back? Ask enough questions and you can tailor your theme park-building strategy to suit."

Verdict so far: To coin a favourite AP cliché, 'it's going to be one to look out for'. Especially as super-teenage-chess-genius Denis Habus (see the 'Jobs For The Boys' feature this ish) is doing most of the work on the artificial intelligence.

● *STEVE McGILL*

Imagine living in a mushroom – wouldn't it be great?

Hansel And Gretel City! Chew the grass and lick the trees!

For some reason this reminds me of Legoland.

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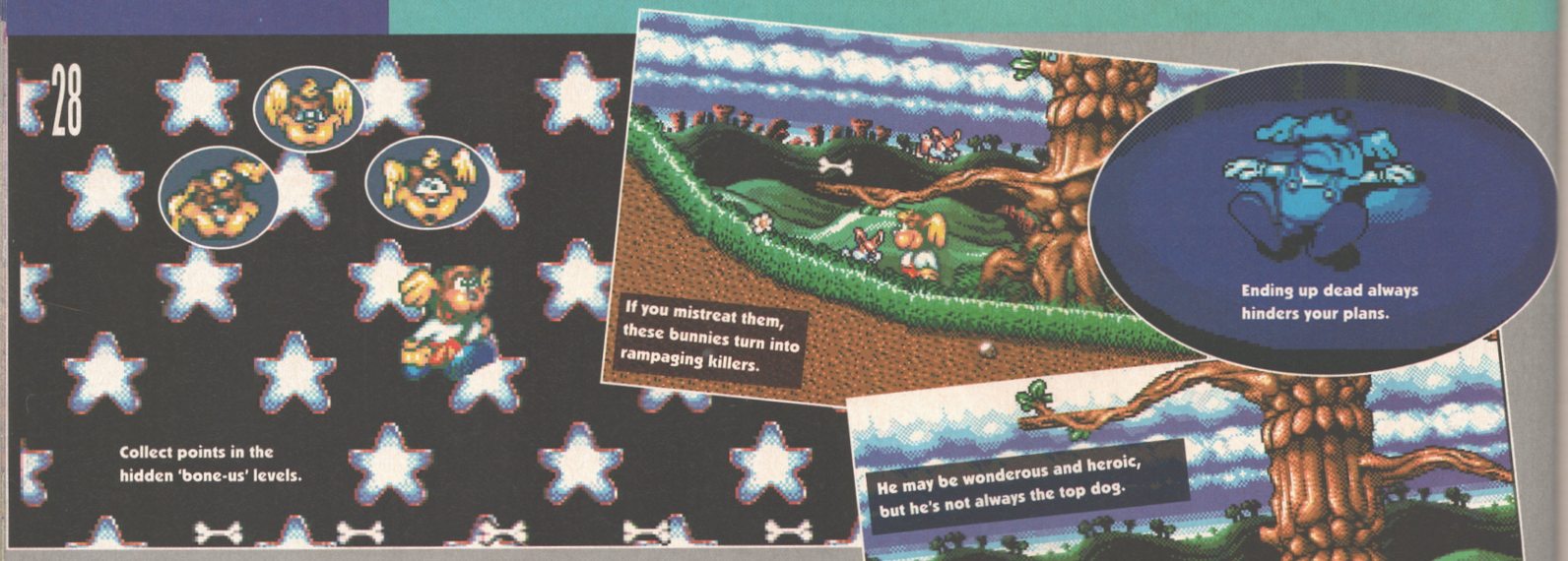


WONDER DOG

Game: Wonder Dog
Publisher: Core
Authors: In house
ETA: October

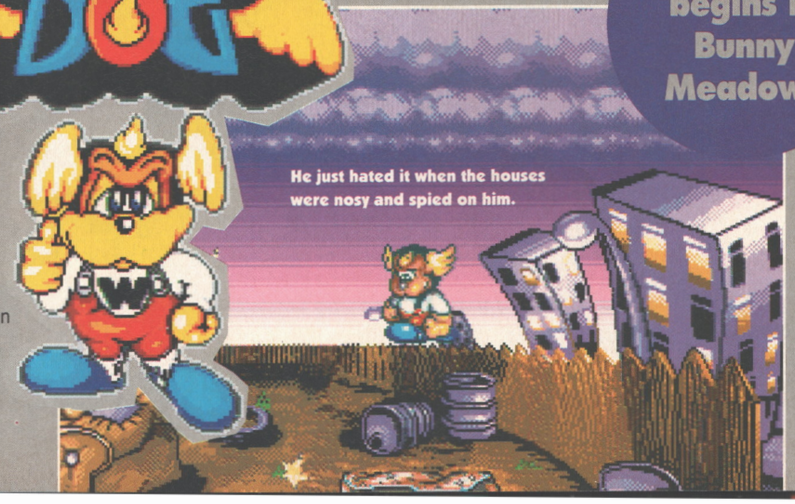
Briefly: Once upon a time, Core were approached by JVC to produce a *Sonic*-type character for the WonderMega. This was an odd sort of Mega Drive add-on that only ever sold in Japan and combined a CD drive with a karaoke machine, and sort of fell by the wayside when the Mega CD came out. Obviously, this somewhat limited-appeal format didn't allow the game to reach its full potential audience, so now it's set to hit the good old Amiga.

The creators speak: Richard Barclay from Core was keen to point out that this isn't just any old conversion. "It's the first game to be ported over from a Mega Drive CD title, and since we wrote the original version, it isn't as if we've got any problems communicating with the programmers."

The game revolves around the evil General Von Ruffbone and his aim of sweeping across the galaxy with his vicious dog troopers. As a last resort, the inhabitants of the planet K9 hastily inject a young pup with experimental drugs to boost his powers and provide their only line of defence. This so-called 'Wonder Dog' is then fired off into space, where he lands on Earth to begin his campaign against the murderous Von Ruffbone.

The basic story puts the campaign against animal vivisection back several decades, but there again, entertainment produced for a Japanese market never seems to have been bothered with breaking social taboos. The Manga cartoon Legend of the Demon Womb, for instance, is a non-stop barrage of misogynistic, tasteless, violent and morally dubious imagery, so compared to this, having a small puppy injected with some untried (and possibly dangerous) new chemical is relatively harmless subject matter.

Anyway, not that any of this matters, because what we have here, as Richard admits, is a cutesy platformer. "The game features seven worlds spread into numerous zones, two hidden levels and loads of bonus rooms. The action begins in Bunny Meadow, where *Wonder Dog* has to learn his basic skills and collect bonuses."



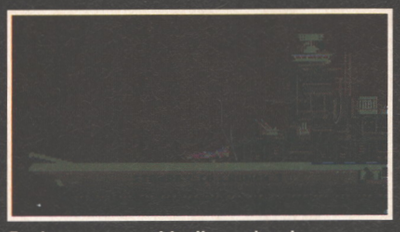
Wonder Dog's skills consist of throwing stars in true platformy style, jumping on baddies' heads and flying around with the help of little wings on his hat. There's a nice feature in many of the levels where there are a load of neutral characters hanging about. In the Bunny Meadow level, they're (quite unsurprisingly) bunnies, and they hop about harmlessly until you accidentally hit them, in which case they turn into a blur of fur and teeth quite reminiscent of that scene from Monty Python and the Holy Grail.

"This version's virtually identical to the CD version," said Richard, proudly, "and we've most of the music and all the original graphics, so it's just as good as the Mega Drive version." The music is worthy of a quick mention, as it's all vaguely reminiscent of some De La Soul tracks crossed with the theme tune from Starsky and Hutch, and although there isn't much in the way of in-game sound effects, this hardly matters as the music works brilliantly on its own. It's very similar to one of Core's other platformers *Chuck Rock 2*, and has shades of *Soccer Kid* in there as well (particularly some of the human bad guys) but that's no bad thing. Or in fact, er, not two bad things.

"The action begins in Bunny Meadow"

Verdict so far: *Wonder Dog* isn't set to break any new ground, but with great graphics and some awesomely boppy soundtracks, it's a platform game that just drips class. With so many other good platformers on the market, it's hard to tell whether being good's enough to get a slice of the market, especially when it'll be up against established characters such as *Zool 2*. I guess you, the consumers, will have to make that decision for yourselves.

● *CAM WINSTANLEY*



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Here at down-to-earth, straight-to-the-point, no-messing-about AMIGA POWER, we don't even know the meaning of the word 'self-indulgent'. Unfortunately.

just who do we think we are?

LINDA BARKER

With Linda only in the office part-time, the rest of us have been let loose to indulge our own quirky senses of humour, so it came as a great surprise to the still-convalescing Ed when we forced her into a thin-lapelled black suit and shades and renamed her after her hair colour, magically transforming her into 'Miss Brunette'. "What's going on?" she enquired of the rest of the moodily-scowling team.

STUART CAMPBELL

"We're all pretending to be characters from an 18-certificate film that most of our readers haven't seen, and we're going to parody the movie dialogue to obvious, if somewhat out-of-date, comical effect," explained Scotland's very own Mr Black, who's been itching to wear shades in a photo shoot ever since he first saw The Dogs. "It's supposed to be funny. You first, Dave."

DAVE GREEN

"Let me tell you what Madonna's 'Into the Groove' is all about," said Mr, er, Green, already regretting this shallow and rather badly thought-out joke. "It's all about the end of Star Wars where Luke's got to pilot his X-Wing into the Death Star trench, proving his love for the Force. Hence – get into the groove. Simple." "Stop ad-libbing or you're fired," admonished Stuart, sternly.

SAL MEDDINGS

The aptly renamed Miss Blonde, like 90% of our readers, hasn't seen the film and so doesn't get the joke. Instead, we let her list her favourite dog-related movies, which are 101 Dalmations, Digby – The Biggest Dog in the World, and Sam Peckinpah's family fave, Straw Dogs. Sadly, she couldn't remember any funny dialogue from any of them.

CAM WINSTANLEY

Mysteriously changing his name to 'Mr Cam', Mark's finally solved the problem of answering the AP phone with a cheery "Cam here", and no-one knowing who the flipping heck he is. "Yeah, let's go to work," he added, gratuitously. "This was your idea, wasn't it?" Stuart added, with a tone of reproach becoming unconcealably evident in his voice.

LISA KELLETT

Free-minded feminist Ms White got into the movie dialogue thing straight away. "I'm hungry. Let's get a taco," she beamed, so we did. Minutes later, she'd finished eating and added, "I'm hungry. Let's get a taco," so we did. One Mexican snack later she chirped up with "I'm hungry. Let's get a taco," and *(Etc. – Ed)*

JONATHAN DAVIES

Mr Steely Grey, the supercool babe-magnet of the office, once went into a public toilet at a bus station. "I came face to face with four policemen and a German Shepherd. Calmly, I went to the toilet, picked up my bag and left, without incident," reminisced Jon, "but I still missed my bus. Maybe I shouldn't have cleaned up all the graffiti as well."

DAVE GOLDER

"If ever I get a PD supplier who won't give me the games I want, I break his nose on the butt of my joystick," admitted a stern-faced Mr Gold. "Sometimes if they get really uppity, I threaten to dress them up in ladies' underwear. Or something like that anyway. Can I have another look at the script please?" *(Seeing as the film won't be getting a video release for a while, buying the CD is probably the best way of figuring out what the heck this is all supposed to be about. If you care. – Ed)*

STEVE McGILL

Once we'd explained the basic concept to him, Steve's face lit up and he vanished, to be found an hour later on the floor, wallowing in two gallons of raspberry syrup. We explained that this was highly likely to be copied by impressionable children and so made him mop up the mess, pay for the suit to be dry-cleaned, and cry.

TIM NORRIS

It was left to Tim to bring an element of common sense to the proceedings. "This simply isn't working, is it? If I was you, I'd 'Abandon Gag' right now and think of something funnier." "We can't do that, Tim," replied Stuart. "It cost 200 quid to hire these suits, and if we don't get at least a couple of decent photographs out of it we'll all be for the high jump."

TIM TUCKER

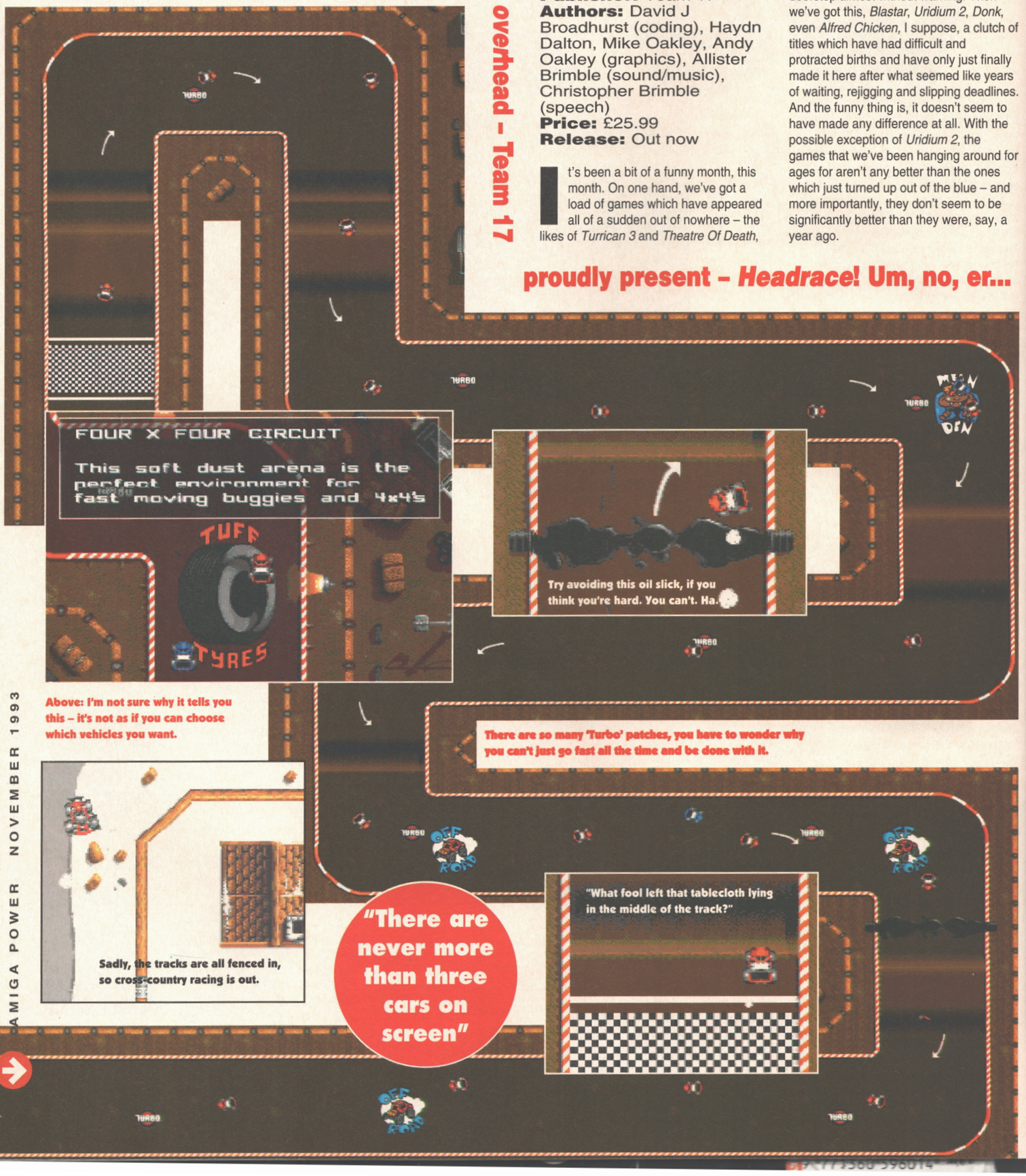
As Tim readied himself for a superhuman burst of method acting in an attempt to save the day, Colin The Publisher suddenly appeared on the scene. "Let me tell you what Like A Virgin's about," he boomed. "It's about this mag whose staff felt like they were doing an issue for the very first time, because they felt like they were all shiny and new – because I'd fired all the old staff after an embarrassing and expensive photo-shoot fiasco. You can collect your P45s at the door." Damn.

OVERDRIVE

It's a *driving* game, it's viewed from overhead – Team 17 proudly present – *Headrace*! Um, no, er...

Game: Overdrive
Publisher: Team 17
Authors: David J Broadhurst (coding), Haydn Dalton, Mike Oakley, Andy Oakley (graphics), Allister Brimble (sound/music), Christopher Brimble (speech)
Price: £25.99
Release: Out now

It's been a bit of a funny month, this month. On one hand, we've got a load of games which have appeared all of a sudden out of nowhere – the likes of *Turrican 3* and *Theatre Of Death*, which just appeared complete on our doorstep almost without warning. Then we've got this, *Blastar*, *Uridium 2*, *Donk*, even *Alfred Chicken*, I suppose, a clutch of titles which have had difficult and protracted births and have only just finally made it here after what seemed like years of waiting, rejigging and slipping deadlines. And the funny thing is, it doesn't seem to have made any difference at all. With the possible exception of *Uridium 2*, the games that we've been hanging around for ages for aren't any better than the ones which just turned up out of the blue – and more importantly, they don't seem to be significantly better than they were, say, a year ago.



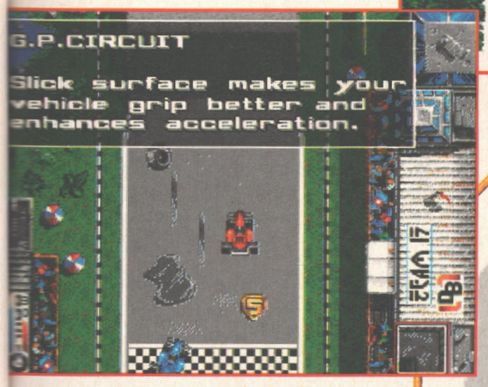
The qualifying option is somewhat mocked by the restricted nature of the grid.

To be fair, *Overdrive* hasn't actually been all that long in the making – it's just missed a lot of release targets, so it seems that way. Still, seeing how it's turned out in the end, I think I'd rather have waited another couple of months.

Overdrive is, as you can probably tell, an overhead-view *Super Sprint*-type racing game. It's got five different racing scenes, encompassing deserts, icy wastes and city streets among others, and four different types of vehicle to race through them, using two different control methods. The most surprising thing about *Overdrive*, though, is that these are pretty much the most impressive technical statistics on offer. Oh sure, it's fast and smooth in that 50Hz-update kind of way, but otherwise you might be rocked back slightly on your heels by the relative, well, pedestrian-ness of it. For a start, there are never more than three cars on screen at a time – you race either against the clock or against just two computer-controlled opponents, most of whom you won't see for most of the race. And there's another thing – *computer-controlled* opponents. There's no two-player mode in *Overdrive*, unless you link up two Amigas with a null-modem cable, and that's a major drawback as far as long-term game life goes.

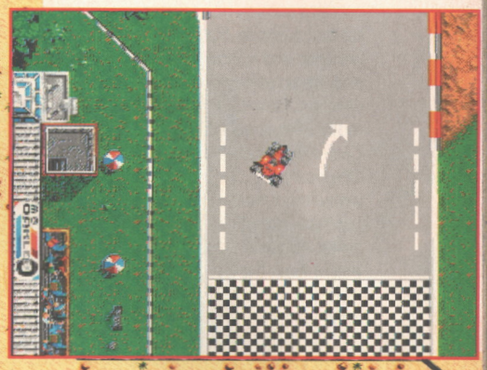
Also, the game's structure appears to be almost non-existent. You get what appears to be a different, random, selection of tracks every time you load it up, which means it's very difficult to generate any feeling of progress either as you go through a single game or as you play lots and improve over time. Even the main menu screen is cluttered and confused, and you have to search around for any useful information you want to glean from it.

And how about those old Team 17 strong points, Mr Graphics and Mr Sound? Well, the graphics are fine enough in themselves, but the level of zoom-in on →



I've never seen a Grand Prix circuit with quite that much junk littering the surface. Somebody could get hurt, y'know.

No-one has ever described car racing as 'A pleasant drive in the country spoiled'. But maybe someone should.

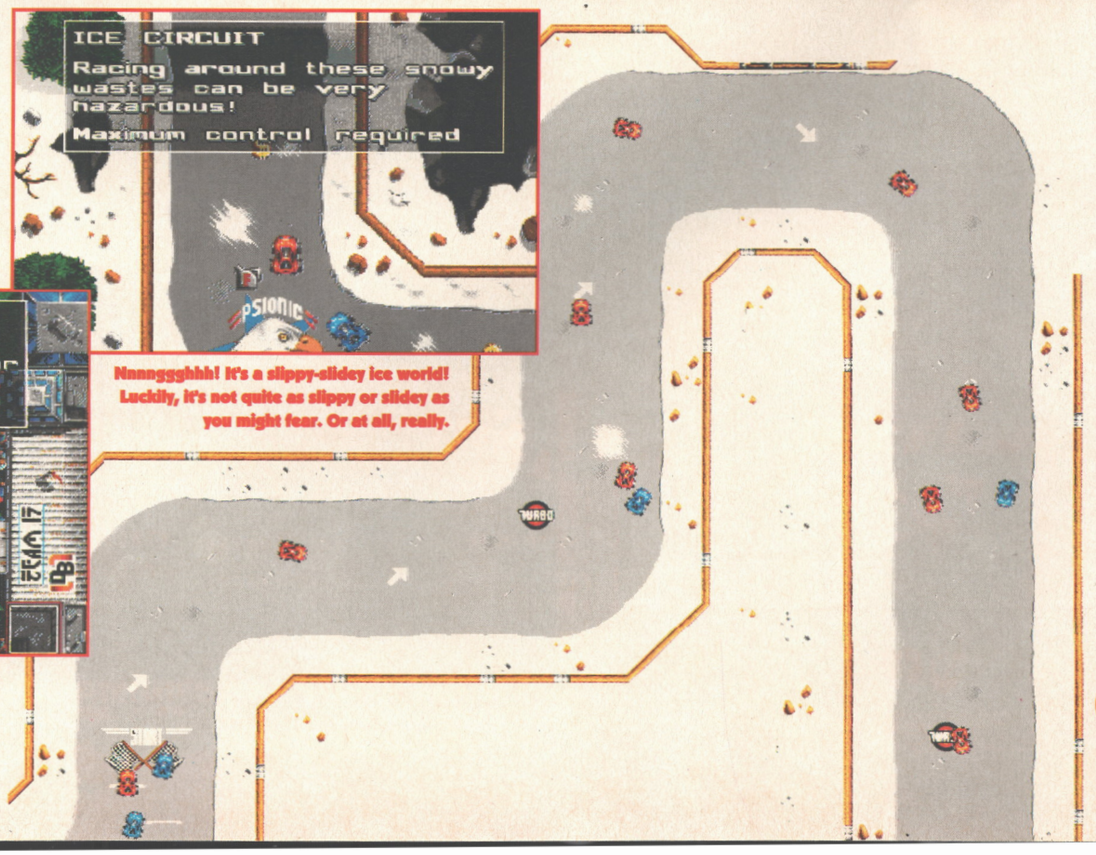


Obstacles? We got 'em. In fact, the unavoidability of oil slicks in the middle of bends (as above) is one of the game's most annoying facets.

"I'd rather have waited another couple of months"

It's just occurred to me – if all the speech in *Overdrive* was done by Christopher Biggins, how come it sounds like a girl? Am I calling your pint a puff? Hang on, that's not right.

Nnnnggghhh! It's a slippy-slidey ice world! Luckily, it's not quite as slippy or slidey as you might fear. Or at all, really.



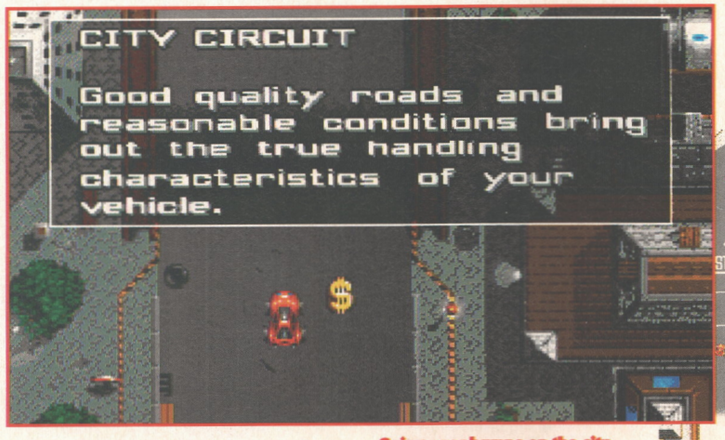
the track is exactly wrong – it's not close enough for a real down-on-the-road feel, but it's too close to give any kind of overall graphical impression of the surroundings, or any useful idea of where the next corner's coming from. There's a scanner for that purpose, but let's face it, scanners are crap and nobody ever looks at them and the screen space would be better used on, I don't know, a nice picture of a teddy bear or something. The one in *Overdrive* (scanner, that is, not teddy bear. Obviously. You're just being silly now.) is worse than most anyway, being pretty zoomed-in itself and hence very little better than just looking at the track, where you at least get a big arrow on the road to warn you of corners fractionally before they happen.

And as for the sound, it starts off alright with good rocking tunes accompanying the standard revving and screeching sound effects, but after a lap or two the music seems to run out of puff and shakes and stutters and eventually loses its way altogether, to such an extent that it's distracting and annoying.

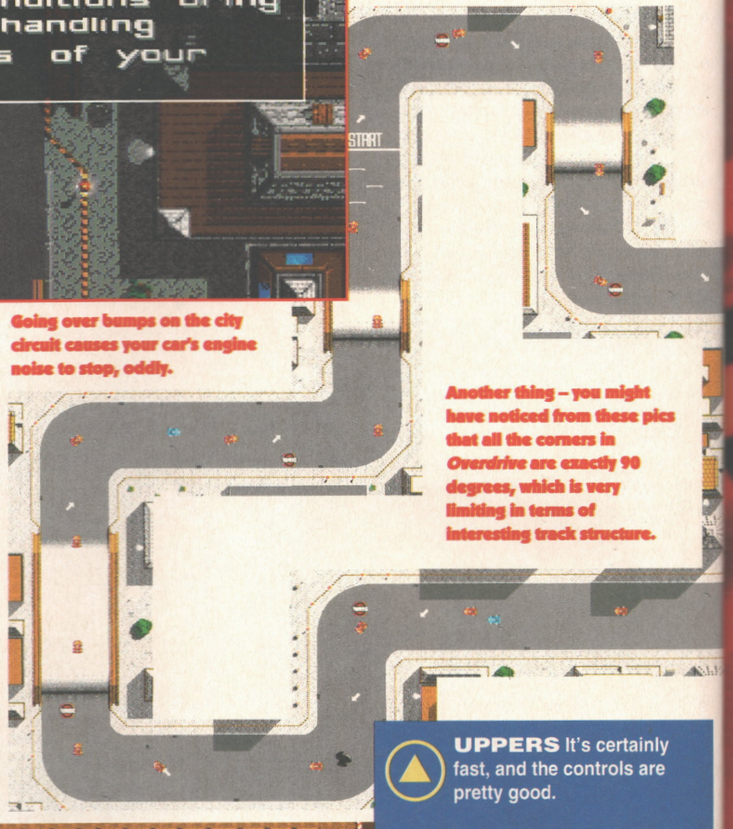
All these presentation and aesthetic flaws could be saved by gameplay, but, er, they aren't. There's nothing really very *wrong* with the gameplay, you understand – indeed, the actual driving of the car's got a nice feel to it, and it's nice to have two options when it comes to control, even though the second one (an absolute directional control, whereby to go, say, down and right you move the joystick down and right, as opposed to the usual rotational control) is horribly unfamiliar and unworkable. The difficulty curve is reasonable, although it's a bit too easy to lose a race by making one wrong turn at the start and watching the computer cars race off into the distance, never to be seen again no matter how flawlessly you seem to drive for the rest of the eight laps of the race (and there's another unfortunate mistake – eight laps is far too many in a game like this, and just gets tedious). It's just that there's nothing here that hasn't been done better before. And there, as they say, is the rub.

The truth is that pretty much every other Amiga game in this genre is better than *Overdrive*. Psygnosis' ancient *Nitro* is better-looking, more varied and more playable. The little-remembered *Champion Driver* from Idea is just as fast, but prettier and more controllable. *Supercars 2* from Gremlin has the two-player mode (albeit flawed) and the Codies' *Micro Machines*, of course, has all the features of all of them put together and then some. Any or all of them are a better bet than *Overdrive*, and that makes this an even bigger disappointment than last month's *F17 Challenge*. Pull your socks up, Team 17.

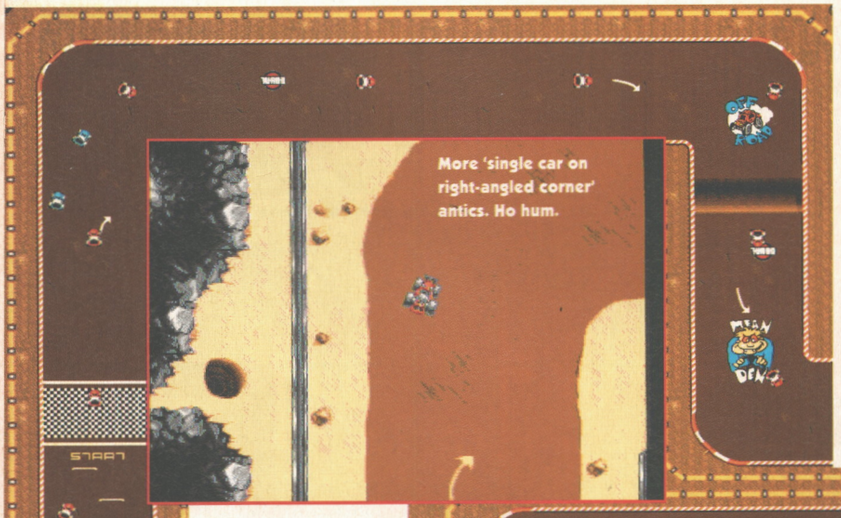
● *STUART CAMPBELL*



Going over bumps on the city circuit causes your car's engine noise to stop, oddly.



Another thing – you might have noticed from these pics that all the corners in *Overdrive* are exactly 90 degrees, which is very limiting in terms of interesting track structure.



More 'single car on right-angled corner' antics. Ho hum.

Looking in the mirror, Dan was disturbed to note that his face appeared to consist of two badly-glued-together separate halves.

UPPERS It's certainly fast, and the controls are pretty good.

DOWNERS Lacking focus and obvious goals, it doesn't feel like a coherent whole, more a series of short, unconnected races. That said, the races themselves are still too long, and get tedious by about halfway through. And there's tons of disk accessing, too.

THE BOTTOM LINE

It's hard to say exactly why this feels so unsatisfying, but it does. (And if you think that's a cop-out, read the review for further elaboration. You lazy git.) Somehow, it's just all exactly wrong.

46 PERCENT

THE BOTTOM LINE

A1200

It's already more than fast enough, and the things that are wrong with *Overdrive* are things that an A1200 just can't fix.

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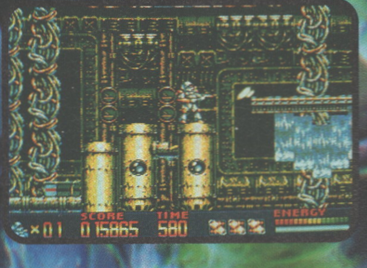

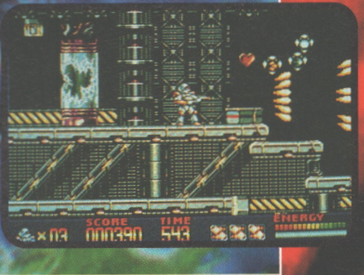

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FACTOR 5

Rainbow Arts

C1 Metropolitan Wharf, Wapping Wall, London E1 9SS © Rainbow Arts 1993 / Factor 5 1993. Published by Renegade

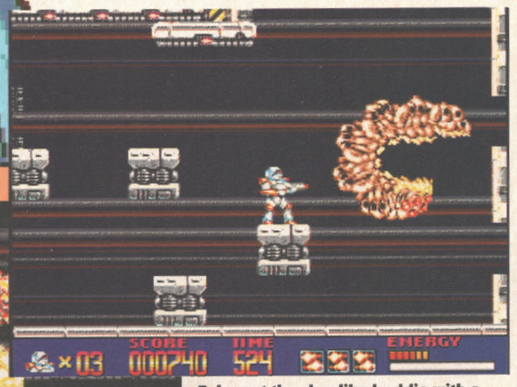
TURRICAN

First there was *Turrican.* Then there was another one of it.

Game: Turrican 3
Publisher: Renegade
Authors: Factor 5
Price: £25.99
Release: Late October

Yoiks! Doesn't time fly when you're having fun? It's going on for a year now since I was plucked from the ranks of the unemployed to sit here in the corner of the office and tap out several thousand words every month. Such is the non-stop party atmosphere of AMIGA POWER that it really doesn't seem like I'm going to work at all, it feels more like I'm hanging out with all my most favouritest pals. With so much fun and frolics, I've only recently got round to taking a week off, and while I was chilling out in the splendour of the Lake District, I read several of those summer special things, and it set me thinking. Wouldn't it be great to read a special summer special of reviews? *(No. – Ed)* Wouldn't it be a wacky idea to make it a blend of short stories, *(No. – Ed)* puzzles, *(No. – Ed)* and fun-to-play games? *(No. – Ed)* And then I thought, hey, I write for a magazine, *(That could very easily be changed. – Ed)* I could do it! Sure, it would appear in the middle of winter, but that would be even better as it would remind all the readers about fun-filled summer holidays. Hoorah!

Hustler. Word, I pull the trigger long, grit my teeth, spray till every alien's gone.



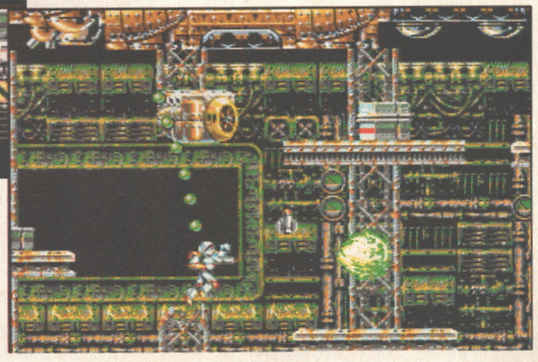
Take out the slug-like baddie with a fearsome salt-firing rifle. Maybe.

"(9)'s virtually the same as (11,12)"

BREN TO THE RESCUE!

Bren McGuire was a hero, although he didn't yet know it. Sure he had an enormously manly jaw and purple hair, sure he owned a fearsome mechanical exo-skeleton capable of enhancing his strength, but at heart he was just a simple farm boy. That is, until the day the day that he got the special message from the foxy Manga babe.

She lived on a distant world and had blue hair (Bren always went for blue-haired types) but he couldn't resist this call to arms. The universe was being threatened by the Machine, which had destroyed dozens of planets and captured hundreds of innocent people. (So the destruction of another planet could potentially mean the death of maybe 10, or possibly even 13 innocents.) He pulled up the zipper of his exo-skeleton and headed to face the evil of the Machine...

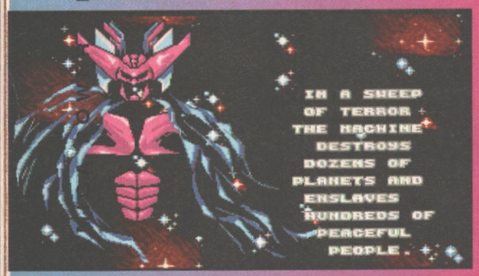


Here's that new rope-swing action. All together now, Ooo! Wow! etc.

WILL YOU LIKE TURRICAN 3?

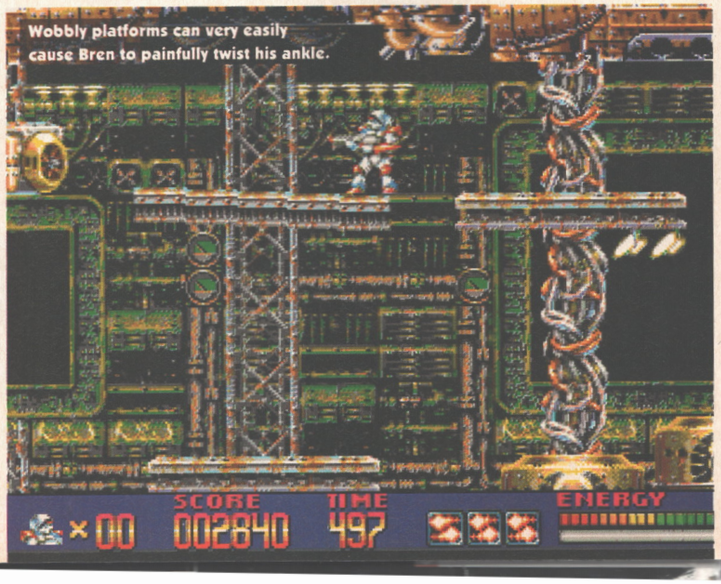
1. What would be your ideal employment?
A. Accountant.
B. Chartered Surveyor.
C. Saviour of the Universe, jumping from platform to platform shooting all manner of robotic baddies across 15 different levels, defending yourself with guns that fire in all kinds of directions, plus homing missiles.

Here's Bren in all of his square-jawed, tough-guy manliness.



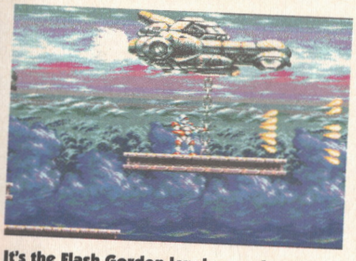
Facing him's the Machine, who looks a lot like Zoltar from top cartoon Battle Of The Planets.

And so Bren joins the battle in his exo-skeleton, which makes him look like a pig.



AN 3

it. Then there was another one of that one. Which is this.

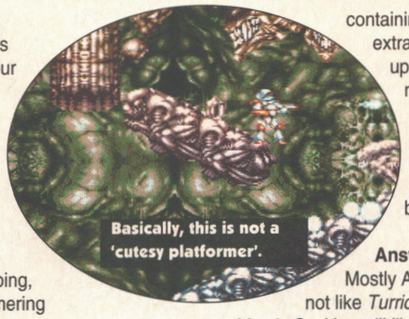


It's the Flash Gordon level, complete with purple skies and 1930s-styled spaceships.

Yuk, it's biomechanoid time – influenced by Syd Giger or HR Mead or someone.

Massive fist-shaped end of level baddy alert! Hang on, wasn't this in *Turrican 2*?

2. Which of the following phrases best describe your favourite type of game?
A. Thoughtful, methodical, intelligent.
B. Puzzling, mind bending.
C. Mindless, adrenaline-pumping, fire-button-hammering arcade action.



Basically, this is not a 'cutesy platformer'.

Answers:
Mostly As and Bs: You will not like *Turrican 3.*
Mostly Cs: You will like *Turrican 3.*

3. If you were going to save a girl from a mad, planet-destroying mechanoid, how would you do it?
A. Phone the Intergalactic Police and let them deal with it.
B. Circle the planet dropping 90 kiloton nukes, and hope you miss the girly.
C. Land and then set off on foot, taking out every single one of the Machine's tiny minions individually.

4. If you were to make any changes to the popular arcade game *Turrican 2,* what would they be?
A. Include more strategy, finesse and varying gameplay options.
B. Add some more cute things, and maybe a fluffy bunny as the main character.
C. Give the battle suit a harpoon gun that fires a rope. You would then be able to hang from platforms and swing, allowing you to get to hard-to-reach areas containing extra lives and power-ups. Which you didn't need before, because there weren't any hard-to-reach-without-swinging-on-a-rope bits anyway.

REVIEWING BY NUMBERS

Next up we've got the 'review-by-numbers' section, where you use your skill and judgement to fill in the spaces. It's a bit like painting by numbers and many of the same rules apply, so make sure you put some newspaper down over the carpet before you start, and don't forget to rinse all the brushes out with warm water when you've finished. Hang on, here we go!

According to the blurb you get when you've finished (1), the adventure has only just begun, in which case, oh dear. This version has very little new to offer, so the prospect of numerous sequels fills me with a feeling very similar to the one you get when you eat too much junk food at motorway service stations. You know the kind of feeling, you're glad you ate (9), but you still feel a bit ill and wouldn't really want to do (9) again.

The main down-side of (1) is that (9)'s virtually the same as (11,12), only with the inclusion of the (6) swing. This isn't such a terribly Bad Thing, as all the (11) games play well, but (9)'s a bit sad that we're having the same old thing recycled and pumped back at us time after time. The lack of imagination in having similar baddies, similar levels and the same old (6) run, shoot, run (7) is, quite frankly, terrifying.

On the good side, many of the levels are very (5). The underwater one hangs together the best, with the aquatic nasties fitting in well with the surroundings, and the animation of Bren being quite convincing. There's a frantic run across steel girders suspended from flying cars that looks gorgeously like that Flash Gordon movie with Peter Duncan in it (purple clouds, 1930s-looking sci-fi craft, the works) and some screens featuring loads of (2) layers that are truly wonderful. However, the first few levels and some of the end ones are a bit insipid, and let's face (9), numerous layers of (2) still don't cover up the incredibly superficial (7).

I realise that some people love shoot-'em-ups, and that they'll be reading this and thinking "Yeah, he just doesn't like arcade games," but there are some games that are as basic and thoroughly mindless as this is, but still a lot more enjoyable. *Walker,* for instance, or *R-Type* (12) or *Llamatron,* these all rely on your ability to press fire rather than to think, but they play well. (1) just seems to have much of the (3) sucked out of (9).

1. *Turrican 3*
2. parallax
3. enjoyment
4. you're
5. pretty
6. ropey
7. gameplay
8. fired
9. it
10. Snip!
11. *Turrican*
12. 2.

So there you have it, and wasn't that fun? I can see all manner of possibilities opening up *(Down at the Job Centre, perhaps? – Ed)* so don't be at all surprised if next time I do a review in the style of a Picasso painting, or as a scratch 'n' sniff card, where a complex series of odours are used to explain my feeling on the game, or maybe *(10. 4,8. – Ed)*

● ***CAM WINSTANLEY***

Underwater action as Bren makes use of his Mecholung breathing system, Cyber-flippers and Dyna-waterwings.

UPPERS Top mindless entertainment for fans of (11) and, er, (11,12). *(Stop that. – Ed)* Plenty of big levels to plough your way through, and some pretty parallaxing backgrounds.

DOWNERS It's still pretty much *Turrican,* isn't it? Including Flashier weapons and nicer backgrounds aren't going to fool anyone. There's no variation in gameplay, and very little to hook you.

THE BOTTOM LINE

It's almost as if this was *Turrican 2,* only with a rope to swing from. Come to think of it, it genuinely IS *Turrican 2* with a rope to swing from, so it depends whether you're into one-dimensional arcade action of the big-levels-and-lots-of-platforms variety. It's technically sound but just a bit vapid and uninspired.

62 PERCENT

THE BOTTOM LINE

A1200 Exactly the same. It's almost as if you were playing the same game but on a slightly different computer. Oh, you are. That explains it, then.

We'd normally put some amusing joke or pun here. But we're in a bit of a hurry.

WIZ'N'LIZ

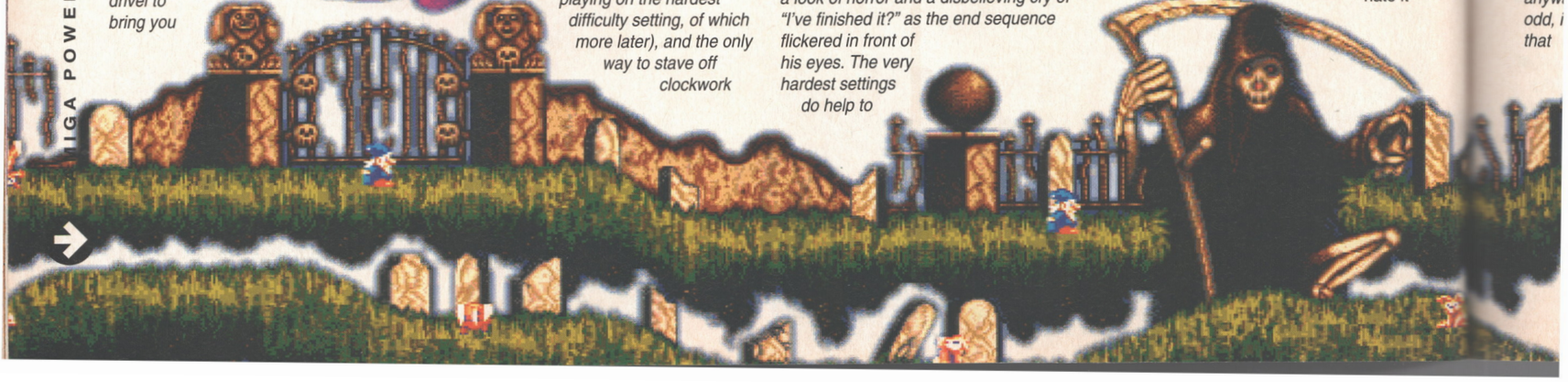
Game: Wiz'n'Liz
Publisher: Psygnosis
Authors: Martyn R Chudley and Mike Waterworth
Price: £29.99
Release: Late October

Cutesy platform games, eh? Don't you just love 'em? Well, some people do, and if you're the kind of person who likes this kind of thing, then this is the kind of thing you'll like. All the same, you should try before you buy, because it's really for diehard fans of the genre only. Erm... spook! I seem to have come over all 'idiolect cliché'. And – hey – if you don't know what 'idiolect' means, you'll have to look it up in the (mythical) AMIGA POWER Dictionary, 'cos it's not in the real one – we checked. Ho ho, etc. Insert your own 'Get on with it' joke here. What are you, stupid or something? *(Nurse! – Ed)* This game looks quite good, but not as good as *Asteroids*. *Asteroids* is good. Pardon? You don't think so? I don't care. Me and my mates know a really good joke, but we're not telling you what the punchline is.

(We interrupt this waterfall of drivel to bring you the traditional 'useful game information apparently inserted into review as last-minute afterthought, for comical effect' interjection. Wiz'n'Liz *is a fast-moving platform game remarkable for not having any enemies in it. The object of the game is simply to 'save' lots of cuddly wabbits (sic) by running into them, and incidentally collecting the letters of some unusual words along the way. Of course, this would be completely dull if there wasn't some kind of danger, and in* Wiz'n'Liz *it's the ever-decreasing time limit. Time's too tight to mention in* Wiz'n'Liz *(or at least it is if you're playing on the hardest difficulty setting, of which more later), and the only way to stave off clockwork doom is to collect extra seconds from saved bunnies. Disturbingly, that's literally all there is to the body of the gameplay here, and that's the big problem with the game. On Stuart's first go, he trundled away quite happily on what turned out to be one of the highest difficulty combinations, and after about 15 minutes sat back in his chair and said, 'Right, that's the first boss out of the way – I think I've got the hang of this', only for his smug smile to be replaced just seconds later by a look of horror and a disbelieving cry of "I've finished it?" as the end sequence flickered in front of his eyes. The very hardest settings do help to extend the game's length considerably, but it's still ridiculously easy to complete it. Right, let's see if he's managed to pull himself together yet. – Stuart's Editorial Conscience)*

Flopsy would live to regret falling asleep while the roadbuilders were in town.

But hey, that's enough about the game – let's talk about something I don't like for three-quarters of a page. Like Whoopi bloody Goldberg for a start, or that appalling, appalling Scottish prat who used to present Gimme 5 on Saturday mornings – don't you just hate it



"I've run out of things to say about the game"

when *(Snip! – Ed)* *(I didn't think so. I suppose it's down to me to do the bit where we go 'Hey, but it's not all bad', before coming up with a short list of a game's redeeming features then slagging it off some more again. In* Wiz'n'Liz's *case, the saving grace is the two-player game. Taking place on a horizontally-split screen, one player takes on the mantle of Wiz, the other Liz. The game is pretty much the same, except you're battling against each other – basically you have to collect letters while trying to stop the other player from doing the same, and there are various devious tactics you can employ which invariably result in you winning the game, but also getting punched quite hard in the face by your mate. It's great, and I don't care what anybody says.*

And in fact, there's another saving grace. The amount of hidden stuff in Wiz'n'Liz *is just massive – there's hidden bonus sub-games, gameplay clues, wacky visual effects and pointless jokes, all of which are accessed by experimenting with the fruit you can grab in the ordinary levels and mixing them up in your cauldron. There are literally dozens of combinations and various ways of getting to everything, and it'll take you weeks to find it all. Well, that is, until someone prints the spell codes on their tips pages and completely negates the entire point of the whole game. But anyway. It's odd, in that it makes the main game feel a bit like a kind of sub-plot that's only there as a means by which to access the hidden bits, but let's not examine that too closely, eh? Right, let's give him one last chance. – Stuart's Editorial Conscience)*

And another thing – women drivers, right? *(Where's that large housebrick? – Ed)* I wouldn't say my wife's fat – she's a terrible cook, though! *(I know I left it around here somewhere. – Ed)* I know what you think – you think I'm just trying to pad this review out with a few crap gags at the end to cover up the fact that I've run out of things to say about the game, as usual. And you're right! Ha ha! *(Aha, here it is. – Ed)* I'm great and you're not! And I get paid for this too! *(THWACK! – Ed)*

Ow. (Bleeds.) This review was brought to you by an experimental prototype of the Eezi-Write Generic Auto-Reviewing Engine, a revolutionary new product of the Redundancy Inducement Corporation of Miyamoto, Japan. *(You're fired. – Ed)*

Ta-da!

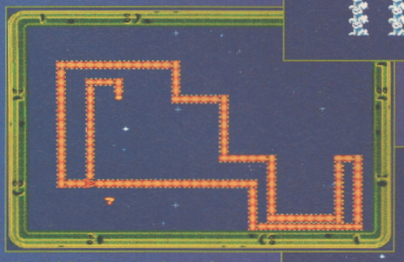
● *STUART CAMPBELL*

And there's another thing, as well – New Age Travellers, right? Don't you just *(Last warning. Ever. – Ed)*

ER, THESE ARE SOME OF THE SUB-GAMES

Here, you have to guess the meaning of the words you're collecting the letters of.

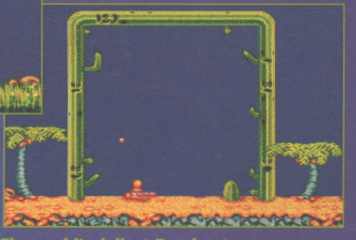
This is a sort of fruit machine skill-stop feature.



That old sub-game favourite, *Snake*. Drooling yet?

Catch a falling wabbit, and put it in your bonus points bag, etc.

Bouncy, bouncy, bouncy, fun, fun, fun, fun etc.



The world's dullest *Breakout* game – there's nothing to hit, or break out of.

Wabbit Invaders, Wabbit Invaders, Wabbit Invaders. Etc.

Good lord, it's a *Trip-a-Tron* variant. Ask your grandad.

UPPERS Graphics, animation and movement are all absolutely lovely, and the number of secret bonuses and hidden games tucked away in there is colossal.

DOWNERS Undeniably quite the slimmest game idea I've seen in a long time, and laughably easy on anything but the very hardest settings.

THE BOTTOM LINE

Tough call, this one. It's actually a lot of fun to play, but there's almost nothing to it. One-player mode is limited in the extreme (although finding all the hidden games and so on will take you a very long time), but two players is a laugh riot. It's sweet and loveable, but dislikeably expensive. God. Um...

78 PERCENT

THE BOTTOM LINE

A1200 Look, I know objectively it's a bit rubbish, but I just can't help liking it, okay? Oh, and the A1200 version's much the same as the A500 one as well, except it doesn't slow down as badly when there's really an awful lot happening on the screen.

THEATRE

LIVE VIA SATELLITE

Satellite Cameras: These are real pain. Basically you have to select a camera then click on a soldier you want it to track. Why each camera can't automatically track each platoon is beyond me. It'd make life (or avoiding death, at least) much simpler.

Land: Got a soldier in a helicopter who needs to pop out? You'd better land the 'copter first then, or he might end up a splodgy mess (but he probably will sooner or later anyway).

Halt: A brief round-up of how badly you're doing.

Troop Assist: Call for some reinforcements. This option is only available on certain missions.

Ammunition Indicator: Shows how much ammunition the currently-selected soldier has left.

Health Indicator: How near is the currently-selected soldier to copping it?

Air Strike: Some missions allow you to call in an air strike. Just tap in the relevant co-ordinates and watch your planes swoop in and miss completely because the enemies have gone and moved in the meantime.

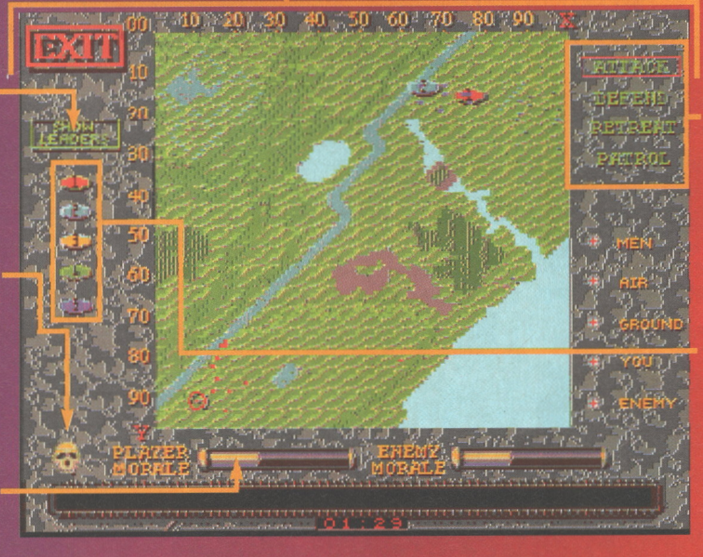
Weapon select: Each soldier can carry two weapons. You select them here. Weapons can be swapped at ammo dumps. We would show you some sexy grabs of them but the graphics are so weedy they're not even mildly titillating.

"A dog's dinner of a Frankenstein's monster"

Show Leaders: Click on this to see your platoon leaders highlighted on the map (why you wouldn't want them highlighted is beyond me).

Skull: Mission going badly? Then this is the coward's way out.

Morale Indicators: Which seem to be more to fill up the space at the bottom of the screen than for any other purpose I could fathom.



Movement Mode: The easy way to give a whole platoon orders so that they can be doing something useful while you're concentrating on controlling another one manually on the Live Action Screen.

Platoon Symbols: You can control the movement of whole platoons from the Map Screen. Just select a platoon, a Movement Mode, and where you want them to go to on the main map.

The word 'Theatre'

Game: Theatre Of Death
Publisher: Psygnosis
Author: Dave Anthony
Price: £29.99
Release: November

"Life is but a walking shadow that struts and frets his hour upon the stage and then is heard no more." How's that for a bit of culture in AMIGA POWER? Well, it was either that or the review of the 1966 Christopher Lee film Theatre Of Death from Halliwell's Film Guide. But the Macbeth clinched it for me, because the underlying meaning of the metaphoric intent... er... whatever, is basically, "life's like a play and you die at the end", the important concepts here being Theatre and Death, – concepts which, bizarrely, are reflected in *Theatre Of Death*. Or, in other words, you kill lots of people. *(Sob. – Ed)*

ACT ONE, SCENE ONE

So, let's set the scene. Despite the title, *Theatre Of Death* isn't the license of some hammy Hammer film starring Vincent Price. It's actually a vaguely sci-fi, strategic military-type affair with a hefty dose of shoot-'em-up action thrown in.

The setting is a post-apocalyptic wasteland divided into four areas... or is it? Er, no, actually. Y'see this plot is actually a plot within a plot (very Shakespearean). What you're actually playing is, "the most advanced battle simulator ever created" at the Def Com Military Academy and the battle zones are just part of a virtual landscape. Basically it's a rather bizarre double-take which adds nothing to the game (except the opportunity for the manual to use buzz-words like Virtual Reality). So I'll ignore all this Academy nonsense and treat the wastelands stuff as the real plot.

OF DEATH

can mean 'a building with plays in it' or 'an area of military operations', you see.

ACT ONE, SCENE TWO

Right, as I was saying there are four zones: grass, desert, snow and lunar, each ruled by an evil dictator commanding his own private army. The first three zones each have 15 missions, but you only need to complete 10 of them to move on to the next zone. The final Lunar Zone has five missions. Every mission has an objective which invariably contains the subtext "blast everything in sight."

The action is viewed from a satellite position, and there are two main screens. The Live Action Screen is where all the fun happens – ie, where you get to see all the blood and blow up buildings – while the Map Screen is where all your strategic decisions are made.

ACT ONE, SCENE THREE

At the beginning of each mission you have a number of platoons, usually containing five men, an objective and a limited amount of ammunition. The Action Screen shows you only a small section of the battlefield; for a complete view you need to go to the Map Screen.

Soldiers can be moved individually be selecting them or en masse as a platoon by selecting the platoon leader. Whole platoons can also be given orders from the Map Screen; platoons receiving orders this way will carry them out automatically so that you can leave them to their business while you deal with another platoon manually.

There are a number of vehicles that can be comandeered including helicopters, Armoured Personnel Carriers, Tanks and even moon buggies in the Lunar Zone. Weapons, such as grenades, rocket launchers and flame-throwers can be found in the weapons dumps.

ACT TWO, SCENE ONE

So, with the exposition out of the way, it's down to the nitty gritty; is the game any good? Well, there's certainly a lot of things that are impressive about *Theatre Of Death*... which is usually just the sort of thing you say before going on to list a whole host of faults. Which I'm going to do in a minute, but, as I'm in a good mood, I'll put the case for the defence first.

It's a fast-paced game with a simple and initially appealing premise. The graphics are generally excellent, especially the various forms of transport (although the 3D's a little odd from time to time). The missions also work well, and the progression through the zones has been intelligently worked out so that new challenges – and opportunities – keep the gameplay unpredictable.

ACT TWO, SCENE TWO

The problem with *Theatre Of Death* is that it's a bit of a dog's dinner of a Frankenstein's monster of game. It's a bit all over the place, trying to be all things to all psychos, and generally falling a bit short in all departments. It's not fast enough to be a shoot-'em-up, or complex enough to be a strategy game.

Okay, the argument might be it's trying to be neither, but because it doesn't strike out in any new directions or offer anything unique, it ends up a rather unsatisfying experience.

Plus, there are a lot of irritating problems with the mechanics of the game, none of which are debilitating in themselves, but which collectively do drag things down. The soldiers are too indistinct and in battles it's easy to shoot your own men. The screen doesn't always scroll when you move the cursor with your mouse; you have to resort to using the cursor keys. There's no easy way to get the Action Screen to flip back to a particular platoon or soldier because the automatic tracking system is a nightmare to use. The land vehicles get stuck behind trees. Half the action takes place off-screen. The list goes on (or rather it would, except that I'm bored of it and I think you get the point by now).

EPILOGUE

They say time flies when you're having fun. When you're playing *Theatre Of Death* it manages to take off, glides a bit, then hits some turbulence and nosedives into a swamp. I think Shakespeare said it better, but I can't quite remember when.

● *DAVE GOLDER*

UPPERS A sound basic concept and great graphics for a strategy game (except it isn't really a strategy game).

DOWNERS Despite attempts to keep the gameplay fresh it does become very samey. Plus there are loads of minor control faults that collectively make playing the game extremely irritating.

THE BOTTOM LINE

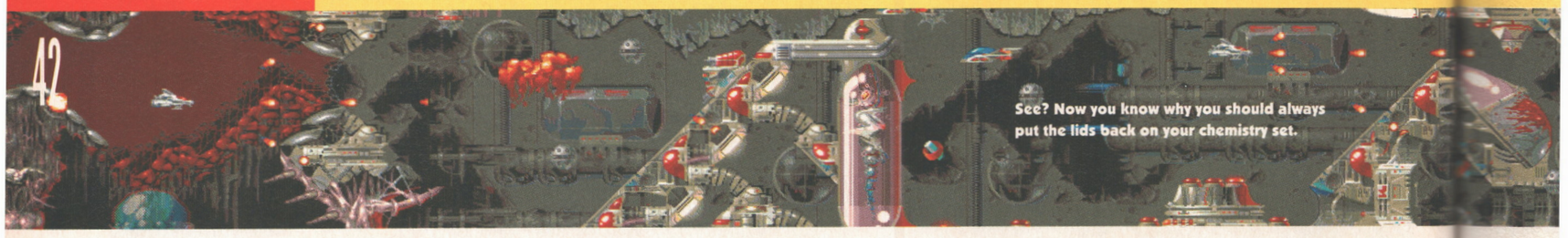
A sort of okayish-if-you-don't-play-it-for-too-long, not quite shoot-'em-up, but not quite strategy game that'd be quite fun to play if it wasn't so darned fiddly.

61 PERCENT

THE BOTTOM LINE

A1200

You have to hold down your mouse buttons when you boot up and adjust your settings to 'original graphics', otherwise it's flickerama.

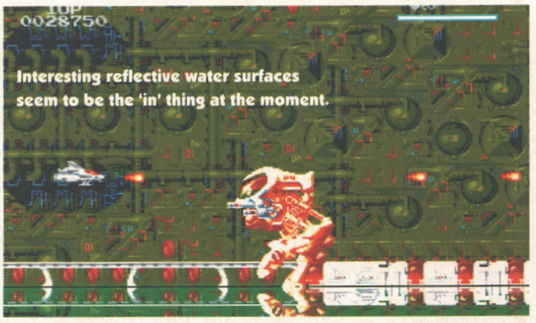


See? Now you know why you should always put the lids back on your chemistry set.

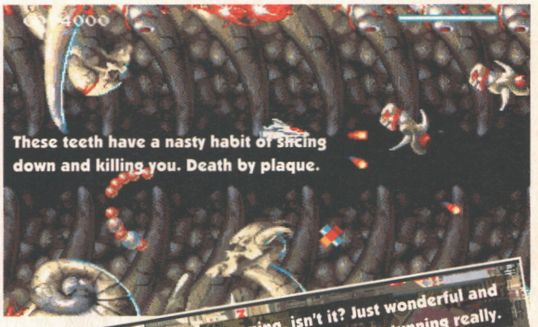
DISPOSABLE

Game: Disposable Heroes
Publisher: Gremlin
Author: Lawrence Van Der Donk
Price: £25.99
Release: Out now

Wahey! It's a horizontally-scrolling shoot-'em-up that doesn't so much dispose of the opposition as recycle its best ideas.

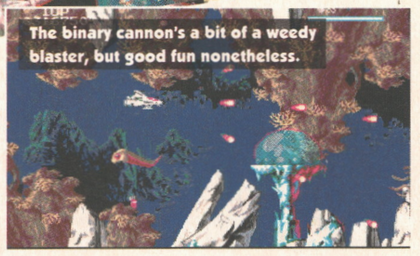


Interesting reflective water surfaces seem to be the 'in' thing at the moment.



These teeth have a nasty habit of slicing down and killing you. Death by plaque.

Stunning, isn't it? Just wonderful and gorgeous and, well, stunning really.



The binary cannon's a bit of a weedy blaster, but good fun nonetheless.

Lloyd Grossman writes: "Secreted around the AP offices amidst the posters, the stacks of disks and the subliminal messages are many books of lists. You can't see them most of the time, and casual visitors are probably oblivious to their existence, but they're there, lurking, and from time to time various members of the team write things in them."

Some of them are bulky and dog-eared from frequent use, such as the Big Book Of PR Lies (where we write down the promised release dates of games, and which we then use to taunt companies when they fail to deliver the goods) or Songs That Stuart Plays That Everybody Else Hates (currently running into 14 volumes) but there are many more discreet ledgers. There's Dave's Book Of Observations From Afar, which hovers mysteriously over the filing cabinet, and Cam's List Of Ominous Dreams, which is taped under a desk and booby-trapped with a block of C4 plastic explosive. And finally there's the office book of Nice Touches, a fabulously beautiful but slim publication of finest vellum bound in softest calfskin into which we employ a scribe to write Nice Touches in perfect copperplate handwriting. The ink's barely dry on the latest page, and our scribe is laboriously adding gold leaf to the illumination down the side, but peering over his shoulder I can share these few paragraphs with you...

NICE TOUCHES IN DISPOSABLE HEROES

● Getting power-ups in shoot-'em-ups is always a bit of an inexplicable, not to say surreal experience. What usually happens is that you shoot a spaceship which explodes, dropping a little blob which then gives you a power-up if you fly into it. *D-Heroes* has a much more logical system which involves you picking up blueprints of various fabbo new weapons, and then landing at the occasional but conveniently placed research stations. Your ship has a certain energy output and all the modifications draw varying amounts of power, so you've got to work out which add-on configurations will fit into your energy output. You can then add bigger, better and more weapons that fire off in all directions, home in on enemies and generally make killing everything in your path a lot easier.

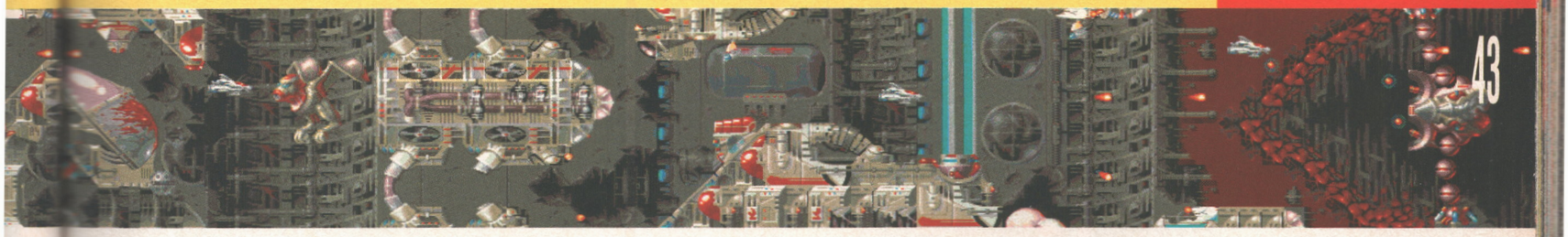
● The spaceship itself is a mass of little Nice Touches. When you nudge it forwards, the engines flare briefly to start your acceleration, and the truly wonderful thing is that instead of blowing up after a single hit, your little craft can absorb quite a few shots before plummeting to the ground, which is not only a Nice Touch, but also a Good Thing. When your energy bar's getting low, smoke starts to dribble out of the ship, and each successive hit adds to the smoke until you eventually give up and belly flop onto the ground. Almost entirely implausibly, the programmers have worked out that it's totally frustrating to gain masses of power-ups only to lose them on a difficult level, so once you've got them, they stay for the rest of the game. Hoorah!

● Realistic water effects are a hugely pretty feature that add absolutely nothing to the gameplay but look

I never though that outer space would be such a funny colour.

For starters, Level One ends with this Gatling-gun-'n'-rocket-firing nasty.

After blasting this boss, his head comes off and alien blood sprays everywhere.



LE HEROES

fantastic. Flying low over these pools rewards you with a delightful reflection of your craft, and when various huge mechanical beasties tramp their way across the screen, each footfall is marked with cute splashes.

● Most surfaces have bolted-on gun turrets. These animate in microscopic detail, spinning around and elevating as they try to draw a bead on you.

● Much of the evil nastiness in the game comes in the form of quasi-biological lifeforms that look like insects but fire off laser blasts at the slightest provocation. Indeed, one of the levels seems to be set entirely in the mouth of a large critter with retractable teeth, so as well as dodging the flak you've got to watch out for massive canines that leap out of rotting gums at terrifying speed.

So why the emphasis on neat little touches rather than the actual game? Well, because we've all seen the game before, haven't we? It's a horizontally-scrolling shoot-'em-up, so what else can you say about it? It plays like *Project-X* or *R-Type 2*, and although it's better than these two in some respects (most notably the masses of dinky little animations and the ability to survive a couple of hits) it doesn't really have any features that would make you drop what ever you were doing and dash out to the shops to buy it.

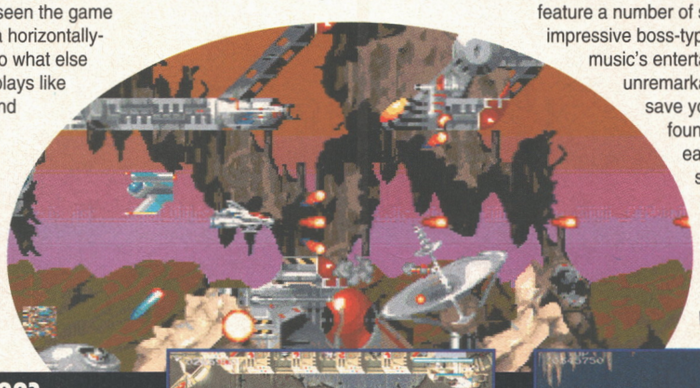
Maybe it's just me being overly cynical, but I really can't see what *Disposable Heroes* does that *R-Type 2* didn't do better a couple of years ago. Like *Pac-Man* clones and *Pong* games, horizontal scrollers seemed to run their course before suffering a drop in popularity, and this resurrection doesn't add to or enlarge on any gameplay features that weren't covered fairly comprehensively in *R-Type 2*. Okay, so there are masses of biological enemies, but there were plenty of these in the excellent *Apidya*, which may have had annoyingly sudden deaths, but also featured some of the most impressive music ever heard in a computer game.

Am I sounding wishy-washy? I hope not, but the problem is that it's too good to slag off but at the same time is very hard to mention at all without going on about *R-Type 2*. *D-Heroes* plays like *R-Type 2* (but not as nicely), looks much like *R-Type 2* (but not as pretty) and has the same combination of big frightening baddies and small annoying ones as *R-Type 2*. This means of course that it's a good game, but at the same time hardly a novel or unique one. Like this review, it's just going over the same ground time and time again. Sorry.

"A good game, but hardly a novel or unique one"

Anyway, that's what it's like, so I'll end on a bit of blurb about the game that may or may not set your imagination alight. It's got six long and tough (really tough – in fact, this is one area where it does expand on *R-Type 2*, because it's much harder. And *R-Type 2* was no pushover, either.) levels, each of which feature a number of super huge and impressive boss-type enemies. The music's entertaining but unremarkable and you can save your high scores. I found it hard even on the easy level, but I dare say all the pros will relish having a go on the manic arcade setting. And that's, um, that really.

● *CAM WINSTANLEY*



Three-way shooting and bombs – not bad.

UPPERS Challenging, uncomplicated, shoot-'em-up that doesn't stray away from its aims of destroying everything. The power-up system's the best one I've seen on a shoot-'em-up. Every feature oozes professional programming, from the ruthlessly efficient collision detection to the almost illegal number of Nice Touches.

DOWNERS Even on Easy level, it's fearsomely hard, and although you can take a number of hits, there's still a fair number of sudden and seemingly unavoidable deaths.

THE BOTTOM LINE

It's a hard game to knock, but also one that I found it hard to get very excited about. It's fun to play even though I found it extremely hard and everything is slick and professional, but we've still seen it all before. If you've already got *R-Type 2*, then you'd have to be a real shoot-'em-up fanatic to buy this one as well.

77 PERCENT

THE BOTTOM LINE

A1200

Exactly the same. It's a nicely done shoot-'em-up that doesn't add anything new to the genre, okay?

WHO'S THE BOSS?

Flame on! Torch-tabulous treats coming your way.

It's Mr Rotary Cannon Nose, with his steely death-dispensing nasal passages.

Fire tube one! Sub-aqua duelling delights, and there's still masses to go.

Isn't it weird the way bird's knees bend the wrong way when they bob down?

This ugly mother clomps towards you in an unpleasant way.

The mind boggles what all of these bosses do on their days off.

Now this is a silly design. It's top heavy and is bound to topple over at any time.

ALFRED CHICKEN

Finger-lickin' good or just another platform turkey? You decide.

Game: Alfred Chicken
Publisher: Mindscape
Authors: In house
Price: £25.99
Release: Out now

Playing *Alfred Chicken* has set me thinking – about game characters. And I'd like to do a sort of experiment, if you'll bear with me for a couple of paragraphs.

Imagine you're a programmer, and you're writing a cute platform game. Probably the first thing you'll want to do is decide on a character to centre it on. Someone to do all the running about and collecting things. So, go on then – choose a character. *(Huh? Er. Who, me? – Lethargic Reader)* You'll need to decide what he (okay, or she) will look like, how he'll be controlled, and a bit about his personality.

"The best game character I've seen for ages"

You could do some sketches if you want. Give yourself about five minutes.

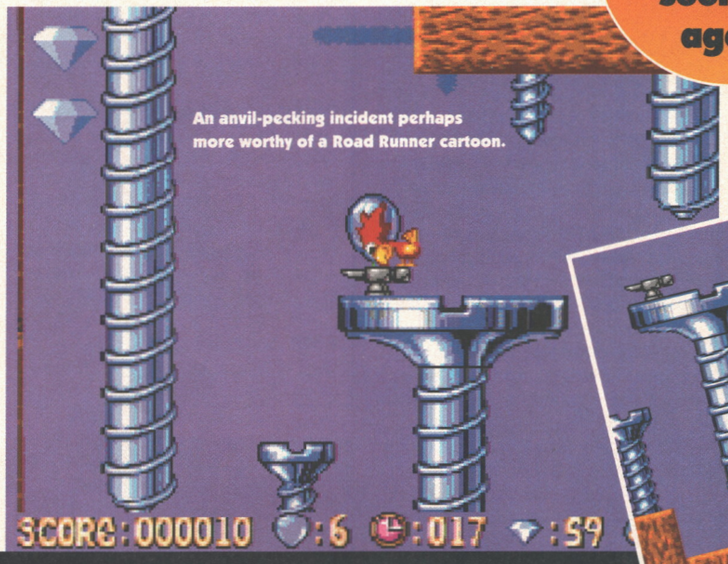
Right. Time's up.

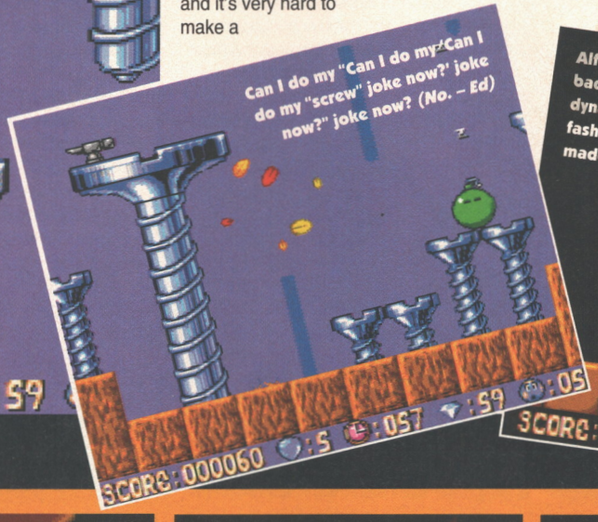
Now, I'll bet any money that you've picked either (a) a sort of amorphous blob with big eyes (in which case you have little imagination and may play no further part in this experiment), or (b) an animal of some sort. Say, a gerbil. What you *won't* have chosen, I'll wager, is a person.

But that's not what concerns me. After all, people all look pretty much the same in the genealogical sphere of things, and it's very hard to make a platform game stand out from the crowd if it's got a person in it. You've got to give him a football to kick about or something.

Animals, on the other hand, are distinctive. As long as you pick one that no-one's done before – that gerbil, for example – you'll have a game that people will remember simply because it's got a gerbil in it. And getting him to look like a gerbil couldn't be simpler. Some brown fur, a pair of beady little eyes, and he's made.

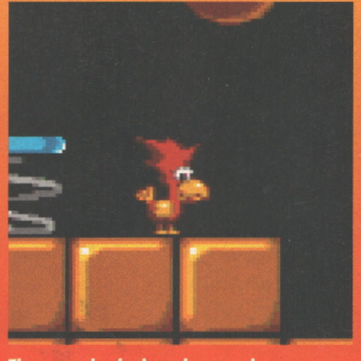
But the point is, if I'm anticipating you behav walk a He'll b plimso are the he *wo* his tim nest. H





ALFRED 'STRUTS' HIS 'FUNKY STUFF'

A chicken lived on Hilltop Farm,
Keeping all the hens from harm.
For years he'd pecked his life away,
The same routine day after day.

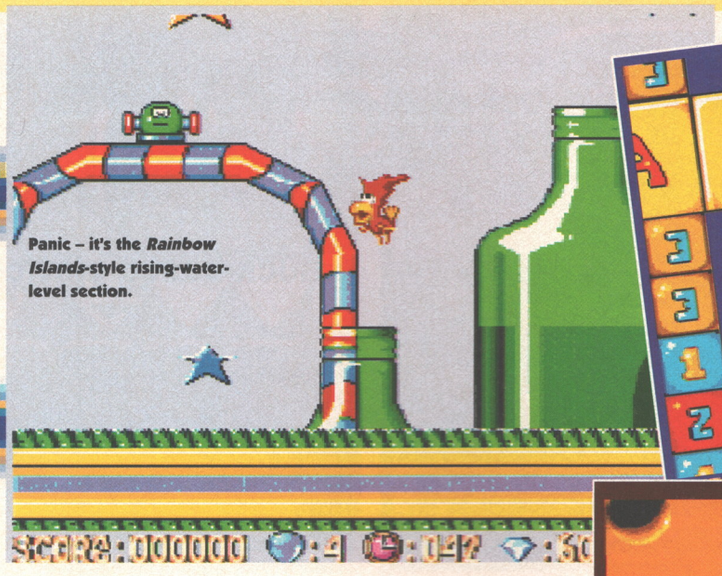


Then one day he heard a sound,
Looked up and saw, miles from the ground,
An aeroplane, high in the sky,
And said, "I might give that a try."

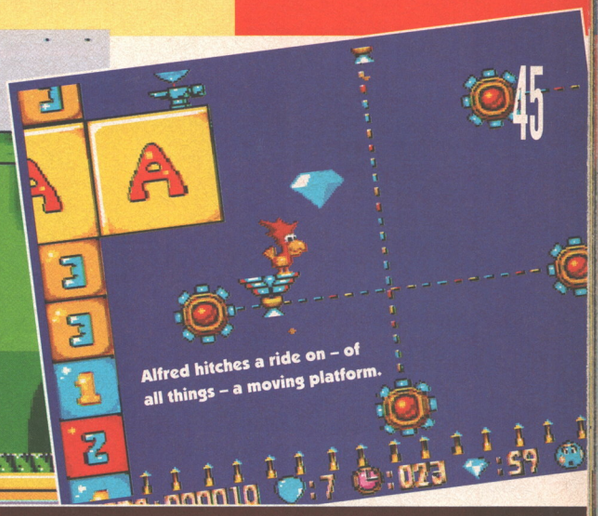
With the pluck that impulse brings,
He clicked his heels and spread his wings.
A run, a jump, and up he went,
Airborne thrills his sole intent.

Up and up the chicken soared,
His chicken mind quite over-awed.
But as he rose a thought occurred:
A chicken is a flightless bird.

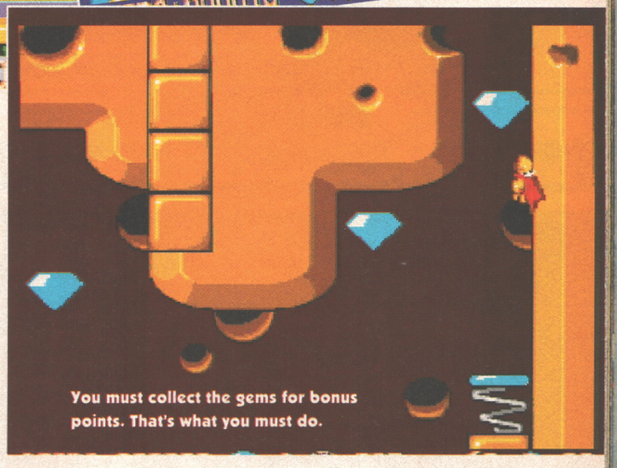
Down
And d
He fla
At the



Panic – it's the *Rainbow Islands*-style rising-water-level section.



Alfred hitches a ride on – of all things – a moving platform.



You must collect the gems for bonus points. That's what you must do.

you correctly, that he's unlikely to behave much like a gerbil. He may well walk around on his hind legs, for instance. He'll be wearing clothes – probably jeans, plimsolls and sunglasses, the way things are these days. He might even talk. What he *won't* do, however, is spend much of his time eating toilet rolls, or asleep in his nest. He won't spend ages and ages fruitlessly trying to dig a hole in the corner of the screen, or chewing at the bars above his head, even though he knows there's no chance of escape. There might be a few token sunflower seeds for him to collect, but that'll be about it. In fact, while he might look superficially like a gerbil, he'll actually act more like a person. A gerbil-shaped person.

And that's what's so refreshingly different about *Alfred Chicken*. Alfred not only *looks* like a chicken, but he also *behaves* like one. He struts about, rather than walking. He pecks at the ground to activate switches and things. He can jump quite high (something that chickens have to do to reach their perches in the evening). He can't fly, but he can flap his wings a bit to slow his descent. He can do these really neat power-dives at baddies, ending up with his beak sticking in the ground and his legs up in the air. He looks all sort of small and inconsequential. And, best of all, he's got that brainless, completely out-of-it look about him that chickens have. Tiresome publicity-seeking election stunts aside, Alfred's just about the best game character I've seen for ages, and if it wasn't for him I don't think I'd be nearly as keen on his game as I am.

Now this bit's good. It's one of the (very few) puzzley sections.

Technically, though, *Alfred Chicken* (the game) is hardly cutting-edge stuff. You'll search in vain for parallax scrolling, gigantic end-of-level bosses, or more than about ten colours on the screen at once. Instead we're given flat, primitive graphics that lend the game a very peculiar, abstract feel – which is nice in a way, as it makes Alfred look even more lost and out of place, and you even more determined to help him out. Comical music also helps towards the surreal atmosphere.

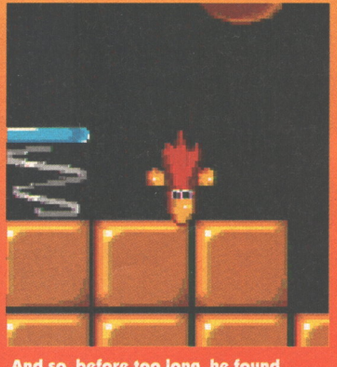
There's never an awful lot to do, either. On each level (they're small, four-way scrolling jobs, and there aren't very many of them) you've got release a certain number of balloons by biting through the strings that attach them to the ground, and collect diamonds for bonus points, but that's about it. The skill's all in jumping about avoiding baddies and trying to remember where you're meant to be going. There are a few puzzley-type bits involving switches and things, but not many.

Alfred himself is great, then, but his game's merely middling. I was never itching to see what came next (one level's pretty much like the next anyway, with only the scenery changing to provide a selection of hackneyed gaming environments), but I was quite happy playing it, watching Alfred wander quietly about. I even smiled gently each time Alfred got killed and exploded in a cloud of feathers. (Er, that's to say that he exploded, not me.)

I could easily find a place for *Alfred Chicken* in my Amiga games collection, just not very near the front.

● *JONATHAN DAVIES*

Down and down our hero fell,
And down crashed all his hopes as well.
He flapped his wings and vainly clawed
At the air that past him roared.



And so, before too long, he found
His beak embedded in the ground.
"Oh well," he sighed, "if that's too hard,
I'll stick to scratching round the yard."

UPPERS Alfred's a great character, and pleasure to play with. The graphics aren't *all* bad – there are a few neatly animated sprites. And I checked, and chickens *can* be boys as well as girls, so the game *shouldn't* be called 'Alfred Cock' (as the rest of the team seemed to take great delight in suggesting).

DOWNERS But strip away Alfred, and underneath there isn't much going on. The levels are a bit samey, and all you get to do is collect things, with a few puzzley bits here and there. And the sameyness isn't alleviated by having all the sprites the same size (ie really small).

THE BOTTOM LINE

A fabulous hero, and a pleasantly different feel, but it gets boring more quickly than it probably should. It doesn't look much like a mid-'90s Amiga product, either. I'd place it about mid-way in the platform game pecking order. *(You're so fired it's unbelievable. – Ed)*

70 PERCENT

THE BOTTOM LINE

A1200

Alfred's still a great character, but the game still lets him down somehow. There's no special AGA-related antics to speak of.

DONK

A duck-based platformer. Enough said.

Game: Donk
Publisher: Supervision
Authors: The Hidden
Price: £26.99
Release: Out now

Everybody knows how tortuous life on the dole can be. One of the few ways to pack up your troubles and escape for a couple of hours is to lose yourself in a computer game. Money supply is as tight as a pair of bath-shrunk Levis, so you have to make sure you get your money's worth.

Alternatively, you could write your own game. Who knows, you might just get lucky and hit the big time; free lunches, name on cardboard, Andrew Braybrook, throwing up in trains and travel for hours and hours to the loveliest places on earth.

This is just what happened to Craig Howard, William Bell and Simon Leggett, who collectively are known as 'The Hidden'. Allegedly, their name is derived from the fact they all live in Norfolk and would prefer this information to remain hidden. They all attended the same college and obtained HND's in Computer Studies for their troubles. How were they rewarded? Straight down the Job Centre, that's how.

Being enterprising types, they began coding PD demos and games and that kind of thing. Their ideas and programs finally caught the eye of a commercial software house; Supervision.

Rumour has it that *Donk* is not the original name of the game and that the eponymous hero was not even a duck. Collectively the AP team cannot work out what it may have been. We guess that we're not big, hard or clever enough for that type of adult joke. Poor us.

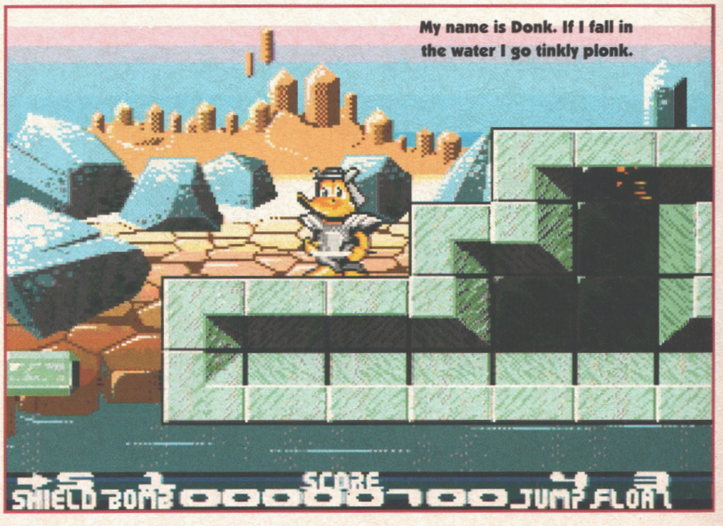
Donk is a platform game. It comes packaged in a cardboard box with an outer plastic-laminated paper sleeve. Inside this box, which incidentally you have to take the sleeve off of to get into, are three diskettes and the instruction manual. They contain the program code and instructions respectively for the *Donk* game.

If you switch your Amiga on and put these 'diskettes' into your computer's 'disk drive' they will be put through a process known as 'loading' or 'booting'. Wait for a few minutes or less and a screen, known as a 'requester' screen will appear. This screen asks you to press key zero for 'normal mode' or key one for 'AGA mode'. Here you will have to engage in some product research. If you own an Amiga 1200 or 4000 then select 'AGA mode'. Everyone else will have to content themselves with 'Normal mode'. Well 'ard, don't-give-a-duck, A1200 and 4000 types can prove how 'wacky' they are by choosing Normal mode just for laughs.

"27 quid? Quack quack oops"

There are another couple of requester screens, but the only one of note is the options screen. This allows access to the number of players, music on/off selection and jump controls. The last option listed here is very interesting. Too many games of the platform nature (such as this very month's *Oscar*, for example) don't allow for the fact that many players find it easier to use the fire button to jump than the up control of the stick. One up for The Hidden there, for sure.

Now that all the details on how to get into the game have been satisfactorily



POWER-UPS AWARDED – PUNISHMENT WITHHELD

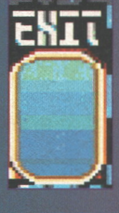
Collect enough of these to exit.

Drillable platforms let you go down.

View the whole level with this handy facility.

Spikes. Land here and you die.

Mystery exits can usefully help you out. (Get it?)



The goal of most levels is the non-mystery exit.

If you die you can start up here.

Switchable blocks respond to this.

Amazingly, this is a switchable block.

Only available in two-player mode. Nicely confusing.

An 'eggstra' shield to withstand attacks.

Smart bomb egg. Very explosive.

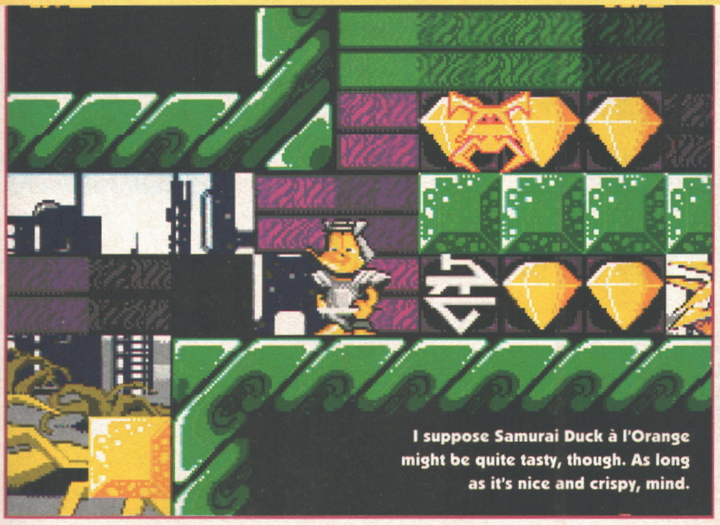
Float egg. Can be just dandy.

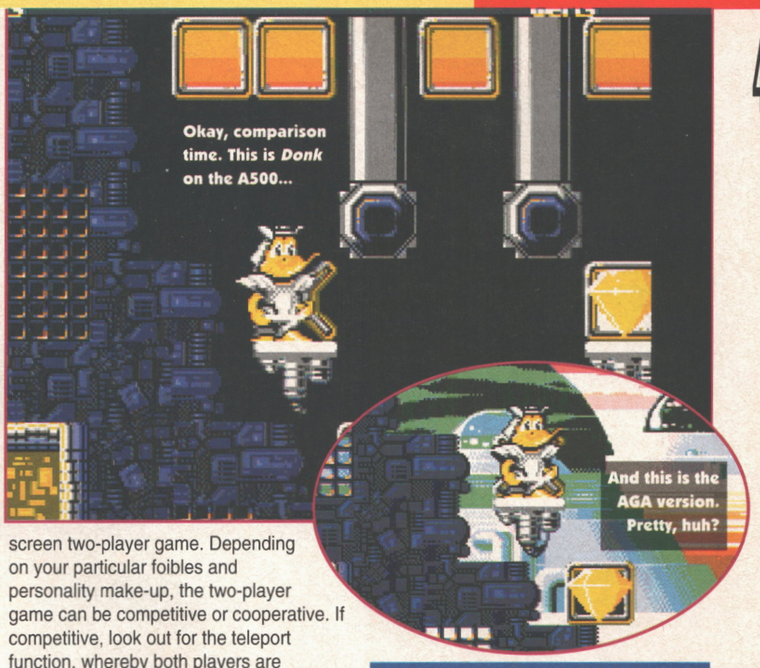
.controls your reverses one This

Megalomania in the shape of a powerful shield.

Big jump and jump big.

Old Timer. Everything monochromes.

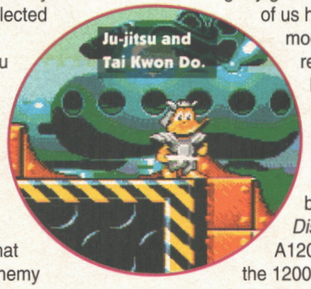




explained, let's discuss the game itself. *(And not before time. – Ed)*

At the start, you are faced with the 'Adventure Map'. It is from this map that you will be able to gain access to the whole 112 levels.

Yes, that's right, 112 levels spread over seven exciting worlds. Each world contains 15 thrilling levels and one fortress. The fortress can only be entered after having collected an access key. It is in these fortresses that you get to fight your arch enemy 'Eider Down'.



Eider down is usually found inside expensive quilts. It is very light, very warm and very expensive. Conceptually, the fact that Eider Down is Donk's enemy could be described as humour; 'eider down' originates from the fine plumage of the Northern Sea Duck. The only thing we know about Donk is that he was an ugly duckling. But that's more than enough for us to make the connection, right kids? Ho Ho Ho. *(Hello? Anybody home? – Ed)*

So, to business. How does the game play, what does it look like, why do you want to play it, where might you want to play it, and when is it playable?

The game plays much like any other platform game. You always start at the left of the screen. From there, it's just a matter of exploring the level, collecting gems (the mainstay of *Donk)* obtaining power-ups, switching switches, killing baddies and generally trying to stay out of trouble. So far, so bloody what, eh?

Donk, despite the fact that you get a nice sense of parallax with the A1200 background screen, looks like one of the better PD games. It doesn't have that glitzy glossy gel-like sheen that many of us have come to expect from modern commercial releases. *Donk* seems to have suffered from pixel abrasion as if a steel-wool brillo pad had been drawn across the screen. This may sound harsh, but Cam was playing *Disposable Hero* on the A1200 while I played *Donk* on the 1200. *Donk* was apocalyptically eclipsed by *D-Hero's* radiant beauty.

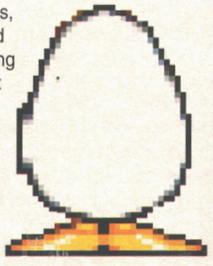
Graphics do not a game make though. *Donk* has plenty of endearing little touches. The hero himself is likeable, though not exactly loveable. When left to his own devices, he puffs and pants and blinks like a nervous person with a tic. Power-ups are usefully varied and add a fair amount of strategy to the scene.

It's probably advisable to play *Donk* in your bedroom/study/nest with a friend, for one of the best things about *Donk* is the ability to play a simultaneous split-screen two-player game. Depending on your particular foibles and personality make-up, the two-player game can be competitive or cooperative. If competitive, look out for the teleport function, whereby both players are simultaneously swapped in location. This can be disorientating and frustrating, all from one handy little capsule.

So, is *Donk* playable all the time? The simple answer is yes. You're not going to finish it in one sitting. A handy little save/load function lets you save the game at any time and restart from that point whenever you feel like it. This is much more convenient than having to write down code numbers and stuff.

Conclusion time now. *Donk* isn't going to ruffle your feathers with outstanding innovation or originality. What were you eggspecting? But, on the other hand, it won't make you feel 'down' 'eider'. *(Stop this right now. – Ed)* But 27 quid? Quack quack oops. No way! Despite the quantity of levels and variety of creatures, *Donk* is overpriced for what it is. Asking people to shell out any more is quackers. *(Nurse, bring me the big stick with nails in the end. – Ed)*

● ***STEVE MCGILL***



UPPERS Likeable main character. Nice power-ups and facilities (such as the big scroll-around map).

DOWNERS Doesn't look too good, even with the AGA extra screen. And after a while, your ability to differentiate between the various levels becomes severely diminished.

THE BOTTOM LINE

A nice game, but it really should have gone out at the lower price point of £17 that it was originally aimed at. As it stands (and despite the numerous levels), it just isn't worth the money.

76 PERCENT

THE BOTTOM LINE

A1200 issue

Much prettier, with lovely parallaxing backgrounds.

Apparently there are more than 256 colours on screen at one time, even. Same old game, though.

The Amiga equivalent of *Sonic?* Yeah, right.

OSCAR

Game: Oscar
Publisher: Flair
Authors: In house
Price: £25.99
Release: Out now

Here's a curious tale, and one that's strangely relevant to one of this month's rele[illegible]. Having spent a happy few years occasionally going to college in Bournemouth, I decided to don my mirrored shades and gun my Harley Davidson Fatboy down to the south coast. For a bit of entertainment, I dropped into the Tower Park leisure complex and found myself faced by a bewildering array of movies at the fine multiplex cinema that lurks there. Spoiled for choice, I was eagerly scanning the large display, when I noticed a small fluffy creature lurking in the shadows. This was strange as I'd just seen that Disney's Winnie The Pooh was in a late-night triple bill (along with Troma's Surf Nazis Must Die! and Dario Argento's Zombie Apocalypse) and for a moment I thought I'd forgotten to take my medication and was once again mistaking hallucinations for reality.

Rubbing my eyes, I looked again, and there really was a creature of uncertain origin and undeniable cuteness nibbling some discarded popcorn behind one of those big chrome bins. He looked up and saw that I was looking at him, and with a wry grin, waved me over. Resolving to get to the bottom of this mystery, I crammed into the gap behind the bin.

"Hi, I'm Oscar," he chirped, sounding like one of the Chipmunks who'd gone through puberty. "You're going to find the next hour terribly exciting, because not only are you the best-looking, healthy young man in this cinema *(Oh dear. – Ed)* but you're also into computer games, I know. I've come straight from the offices of Flair, and they've announced that I'm going to be THE game of the year. Put these on quickly."

Out of his magic pocket, he produced a set of faded jeans and a cowboy hat, and I was midway through changing into them when a security guard appeared and started to threaten me with a charge of indecent exposure, but Oscar saved the day.

"Woop, woop, you can try but there's no catching me. Heh, heh, I'm the cheeky young scamp Oscar. Weeeee!" he trilled, grabbing me by the collar and yanking me off my feet with more strength than I'd generally attribute to a two-foot rodent. As I flapped behind this spiky-haired critter like a poorly constructed kite, I thought it would be a great time to question his motives.

"I'm featuring in the first game to use the A1200's F-Mode, so my 16-colour dual playfields give a greater depth of hue to the background screens. Hah hah, with

over 100 colours on screen at any one time and seven film worlds, I'm going to be a sure-fire hit. Here we go!" And with that we dived into one of the cinemas, where the strangest thing happened. We were suddenly in the film, which happened to be a Western. And then my heart sank.

"Hold on a moment," I said, "This is a platform game."

"Right on the button!" squealed Oscar. "I've got to dash around collecting little Oscar trophies before finding the clapperboard and zapping out. Once I've completed a level, I can go through a bonus door and go into another level. And look, hidden in that film can is a yo-yo that lets me smash walls and bad guys and swing from platforms. Wahey!"

"Well, all you need is a big red elephant as a restart point, and you'd be just like Flair's groovy and sickly-sweet platformer *Trolls.*'" I commented sarcastically, jumping on the head of a cowboy three times amidst a shower of pretty stars and watching him plummet off the ledge.

"You mean like this big red elephant," giggled Oscar as we ran past a suitably scarlet pachyderm, "I've got those as well. Nim nim!"

"And like *Trolls,* you've got themed levels as well, I suppose," I queried, simultaneously picking up a pair of trainers that allowed me to run faster and pushing my investigative journo talent to the limit.

"Indeed I have. They're all based on movies and TV, with a sci-fi level, a horror level, and get this – there's a war movie level that's (giggle) actually in black and white! Pretty wild stuff, huh?"

"Just like the black-and-white newspaper world in *Trolls?*" I fired back.

Before he could reply, we passed the clapperboard and reappeared outside the cinema, where a perfectly tailored silver suit and microphone were waiting for me. I quickly changed and then we were off into the game show land, where we carried on doing exactly what we were doing before. "So let's get this straight in my mind – just like *Trolls,* you've got a yo-yo."

"That's right, but look how pretty everything is, look at the pretty backgrounds."

"Quite, and like *Trolls,* you leap around themed levels collecting objects before finding an escape route, and... Oof!" Something hit me and sent me sprawling. I peered into the mass of colour but couldn't see anything apart from a small question mark. Turning round, I was hit again. Oscar shouted to look out for the pogo stick, but it was so hard to distinguish between the foreground and the background that I was smashed about a few more times until Oscar whacked it with his yo-yo.

"Trolls A1200 was a much better game"

"I'm a little offended that you're making all these *Trolls* references," he moaned, "because the troll was a bit of a childish character immortalised by numerous revolting plastic toys, whereas I'm a bit of a tough guy, although you can't help but love me. See, I dress up in different costumes for each level and everything. Although I'm obviously a furry mammal of some sort, you can't quite work out which, but I'd look great on sports bags and T-shirts. I'm going to be the *Sonic* for the Amiga, for crying out loud, and all you can do is go on about some superficial similarities to another Flair game, damn you!"

At last I was getting somewhere – the cute image of Oscar was crumbling, and beneath it I detected the hard-bitten features of a businessman. I refused to put on the space suit that Oscar thrust at me for the next level and started to take control of the situation.

I told him that his game was nothing more than a shallow revamping of the game *Trolls.* I told him that since *Trolls* was associated with those crappy little dolls, he'd been created as a ploy to appeal to a much older and broader age range of people, and that dressing him up in different costumes didn't necessarily constitute a major leap forward in game design. I told him that it was all very well having loads of colours on the screen, but that this didn't mean diddly squat if you couldn't play the game properly because the baddies usually merged into the backgrounds in a confusing, garish graphical mess. Finally I told him that *Trolls A1200* was a much better game, and that I thought Flair should have tried coming up with a new idea, but by then he'd bounded over to another person and was telling him that he was the best-looking youth in the cinema. I left in a state of confusion and resolved to rent a video next time.

● *CAM WINSTANLEY*

UPPERS Pretty graphics, cute sound, a lovely central character and... it's no good, I can't manage it any more. AAAaaarghhhh!

DOWNERS AAaarghhh! It's another platform game, it's no better or worse than half a dozen others and it's about time someone had some better ideas. The lush graphics mess up the screen so much you end up running head-on into enemies – YOU CAN'T SEE THEM PROPERLY.

THE BOTTOM LINE

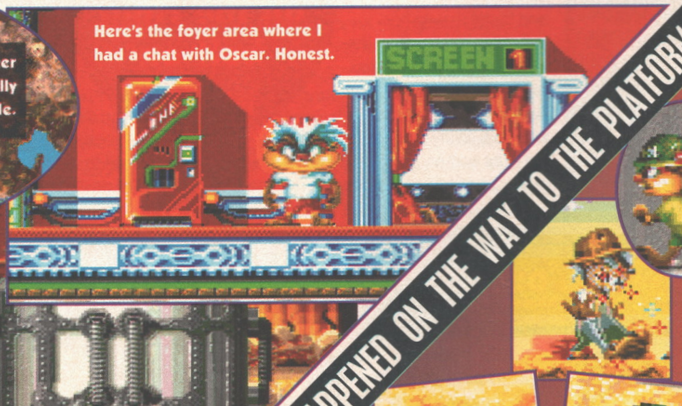
A1200 How many times must I be forced to say "You run around and jump on baddies' heads while you collect things?" Oh yeah, this one's got a yo-yo in it as well. Well hoorah for that. Buy *Trolls A1200* instead, as it's got the same great backgrounds, but they don't mess up the game screen as much.

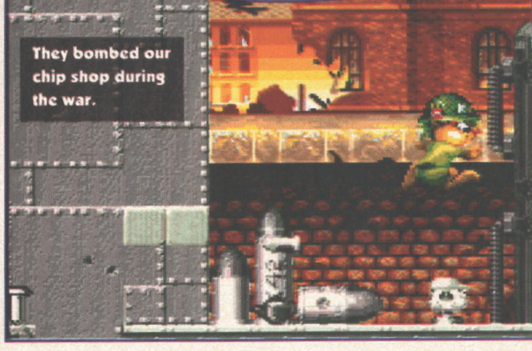
66 PERCENT

THE BOTTOM LINE

There's going to be versions for the A500/A600 and the CD32 along soon, so we should be looking (well, squinting painfully) at them in next month's issue. See you then!

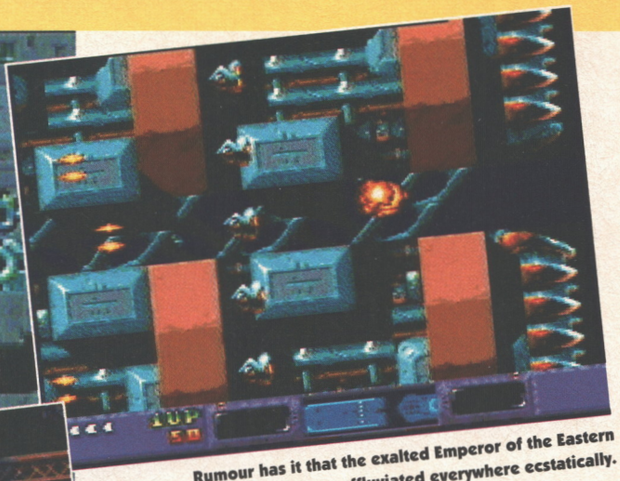
A FUNNY THING HAPPENED ON THE WAY TO THE PLATFORM



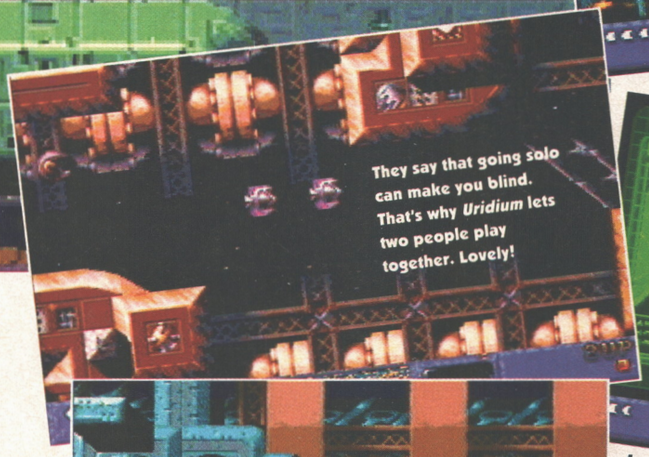


It's a bit of a tradition for cute platform characters to do funny things when you're not looking, so here's a selection of some of the best ones, the ones that had us chuckling around the AP office and wiping tears of mirth away from our red-rimmed eyes.

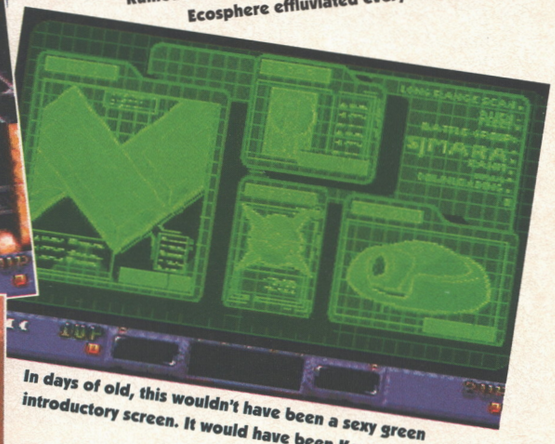
Diehard *Uridium* fans will quake in their un-ironed jeans when they see the aesthetic differences.



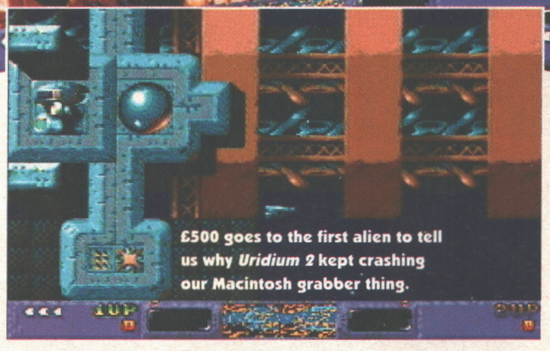
Rumour has it that the exalted Emperor of the Eastern Ecosphere effluviated everywhere ecstatically.



They say that going solo can make you blind. That's why *Uridium* lets two people play together. Lovely!



In days of old, this wouldn't have been a sexy green introductory screen. It would have been Kenneth Kendal.



£500 goes to the first alien to tell us why *Uridium 2* kept crashing our Macintosh grabber thing.

Game: Uridium 2
Publisher: Renegade
Author: Andrew Braybrook
Price: £25.99
Release: Out now

The Amstrad CPC464 and 6128 were never very well known for their graphics. Occasionally, CPC programmers produced a beauty out of their assembler hats that outstripped the Amstrads' two main rivals of the time. One instance of this was *ATF* (All Terrain Fighter). Contrary to the usual jerky frame update, the scroll of the undulating landscape in this wonderful game was unbelievably smooth.

When I used to work in an independent computer shop, we had an Amstrad monitor attached to a CPC6128 atop the glass fronted counter. I never could quite work out why someone would want to buy such a set-up. Okay, you got an independent monitor (which was really just a cheap TV with the tuner taken out) as well as a three-inch-drive 128K computer. For the same price or less, you could get a three-and-a-half-inch drive 512K Amiga. So before I get a "Steve just what are you wittering about?" from the Ed, I'll get to the point. Due to the Amstrad's location in the shop, I used to be able to play Amstrad games while serving customers. I got to know the games reasonably well.

Despite my misgivings about the 6128, I forgave it all of its sins when the owner of the shop ordered *Uridium* on disk. Although I had played the original on the C64, it never quite took my fancy; too garish and blocky. The Spectrum version was virtually unplayable; the control system was crap and the ship was indistinguishable from the background. Imagine my surprise to find that the Amstrad version of *Uridium* was beautifully sculpted with all the right bolt-on parts for a shoot-'em-up; plenty of power-ups, loads of enemies and a freedom of movement which so few shoot-'em-ups permit. This last bit, as well as the velvety scrolling, sold *Uridium* to me (albeit at a knockdown bargain price).

"Beautifully sculpted, with all the right bolt-on parts"

Your average shoot-'em-up consists of a non-arbitrary horizontal or vertical scroll and several attack waves of aliens. The main tactic involved lies in the learning of the attack patterns, how to obtain the best power-ups and use them properly and, er, that's it. With *Uridium*, you had a lot more choice over what you wanted to do.

First you had to discover the layout of the dreadnought ship you were supposed to destroy. This was important from the point of view that once properly surveyed, you could rush up and down the ship without hitting solid things like walls. Once scouted, you then proceeded to take out the ship's defences, which included several attack waves of alien ships, and land on a designated runway. This done, it was on to the next dreadnought with more fiendishly difficult defences and aliens. All in all, a good blast and highly therapeutic after dealing with an obnoxious customer on a boring Monday morning.

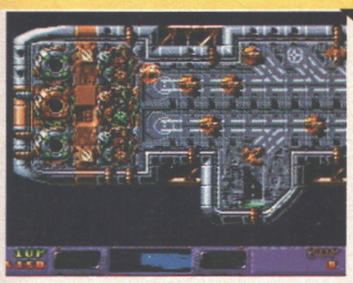
THE EVOLUTION OF DESIGN

Anyone who's been watching BBC2's utterly absorbing Sunday escapades on evolution in 'Nature by Design' probably couldn't have avoided thinking about the parallel progress of computer games. Okay, so it was probably just me thinking that, but *Uridium 2* provides a perfect vehicle to discuss games evolution.

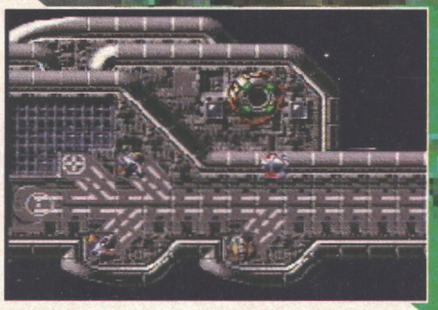
On booting, the code on the disk checks to see what kind of Amiga,

Yeah, we know we over-use the phrase 'blast from the past'. But this time it really is a

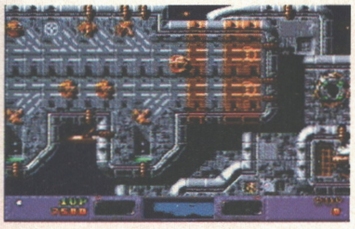
URIDIU



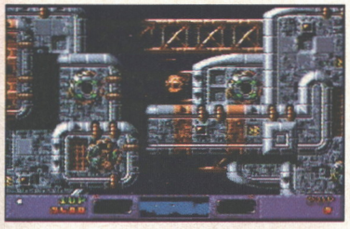
First of all, no-one believes you that the grabber doesn't work with *Uridium 2*.



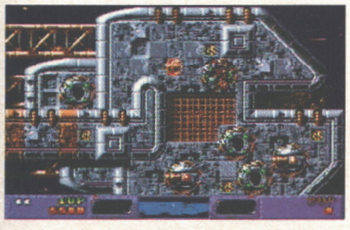
Attack waves are never predictable. That's why there isn't one here now. Just like buses. Eh kids?



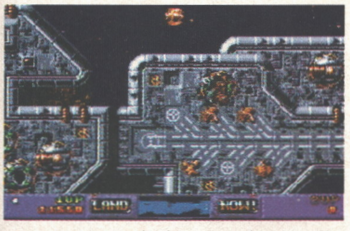
Then you get sent to the Amiga Format office over lunch. Still no joy and no eats.



Finally, in desperation, you get sent down to the Sega Zone office to do them.



That works, but Sally says they're not as good as they usually are. Oh, thanks.



Now, as I'm captioning this, I find myself wondering what Sal was talking about.

processor and chipset you own. If your set-up is any different from a standard 1.3 machine with one meg of memory, it's likely that you'll find enhancements of varying degrees of enormity, eg smoother scrolling, better sound samples and better homing missiles etc. Get the picture?

So with that little piece of techno-info out of the way, let's investigate Uridium 2's finer points.

Industrially decadent dreadnoughts are wreaking havoc throughout the lanes and systems of the local space motorways. Your job as a lone-wolf Manta commander is to put paid to these monolithic ram raiders by issuing go-slow destruction bans, ie destroying them.

This isn't easy. Each dreadnought carries an arsenal of quick-fire use-the-force-Luke defences in the shape of fast-fire joyriders. Nice touch beam-me-up-Scotties reside in their attack patterns. With the original *Uridium*, hierarchy structure keep-formation onslaught lines were used. With *U2* the flight orders change. No chance of Gestalt stasis here. Aggression impetus with extreme prejudice is required, rather than blasé 'I know the form' passionless stroke play. Keeping to this strategy leads to big-bang looks-better-kills-best weapon power-ups: smart bombs, ioniser toothpaste, fluoro-lasers etc. Some of these power-ups are vital to completion of rote sync plans.

For example, your recon pre-plan footprint (scanner) can be knocked out by the dreadnought's radio-scramble jammers. These can only be expiry de-factoed by bomb or torpedo. Front-fire weapons having no discord factor effect in this instance whatsoever. *(Nnngggh! – Ed)*

Difficulty influence is progression-feedback stimulated. This is only fair and just. Challenge must be maintained for smart-boy-out-of-the-way-sonny fire-fist freedom fighters. This it does. Walls have to be reckoned with. Space can be cleared for more dogfight room and escape routes. Quickfire dexterity bucks will even find the further levels a wrist-stretch brain-jack. Praise be to Allah for the improved tactile feedback control system.

"With *U2* the flight orders change"

Original *Uridium* fans will love the speed-turn, over-roll back-flip quick-velocity new shape Mantas. Balance is kept in check. Some enemy commanders break formation and come for you, Darth-Vader-feral style. Nice touch high-involvement factor.

Lo-mo no-goes are the sequences after dreadnought destruction. The pretty-pic shoot-the-core animation impels dissonance in non-game context. What is it doing here? Big bore, no fun. More originality please on this section. It does no justice to the rest of the game.

Temporary faults aside (I am now devoid of polysyllables), just how much is *Uridium 2* an evolution of the original? Control is massively improved, you can fly upside down and turn on a veritable sixpence. The difficulty factor is progressive. Up to nine different attack wave fighters defend each fleet. Extra weapons are much more desirable and collectable. Aggressive play is encouraged by this and rewarded accordingly, discouraging the rush for an early landing. Two-player modes have been tweaked. Rather than simple alternate turns, there's a lot more variety. A pair of you can attack the dreadnought all at once or alternatively fly lone missions with a drone on tow. Plenty of fun to be had there.

Also worth a special mention is the beauty of the graphics on the 1200 version. On later levels, the dreadnoughts are dotted with realistic rust-spots. The smoothness of the scroll is as good as anything the so-called 'superior' console jocks can come up with (would you expect anything less of the 1200 though?).

Fans of the original *Uridium* will love the sequel. Other unkind people will simply point out that *Uridium 2* is *Uridium* with brass knobs on. And who knows? They might be right.

● *STEVE McGILL*

ON THE OTHER HAND...

Steve, Steve, where's your historical perspective? Actually, sod historical perspective. I never played the near-legendary C64 *Uridium*, and I never really liked the Spectrum version, but this is a stonking updated blast that truly belongs in the 90s, both time-wise and score-wise. It doesn't seem like much when you start, but it reels you in like an expert fisherman and soon becomes all but unputdownable. I mean, "it's still *Uridium*"? What kind of a criticism is that?

● *STUART CAMPBELL*

UPPERS Beautifully smooth scrolling and control interface. Lovely-to-look-at graphics. Interesting weapons and enemies. Vertical as well as horizontal scrolling. Superfast gameplay.

DOWNERS It's *Uridium* with ton-up tweaks and no great variation in gameplay.

THE BOTTOM LINE

Its been quite a few years now since the original version was on the go. Despite the snazzy graphics and bolt-ons, it's still *Uridium*.

78 PERCENT

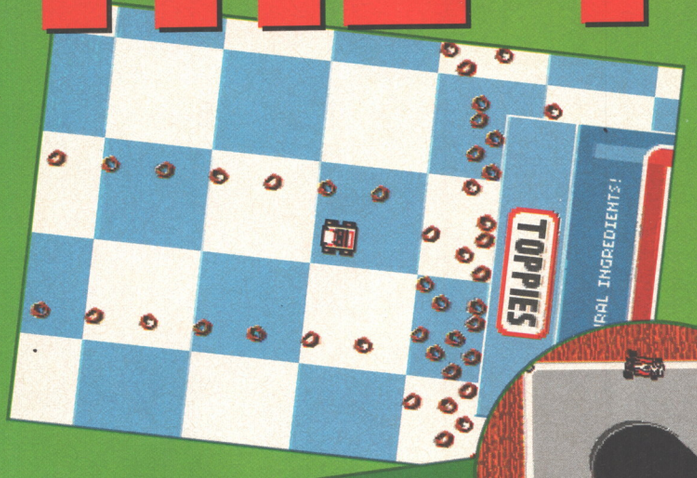
THE BOTTOM LINE

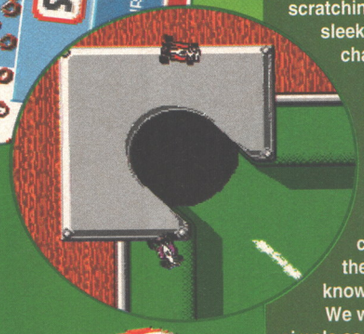
A1200 Absolutely gorgeous. Slick, fast, smooth and a joy to play. Am I allowed to say 'kinaesthetically experiential'? *(No. – Ed)*

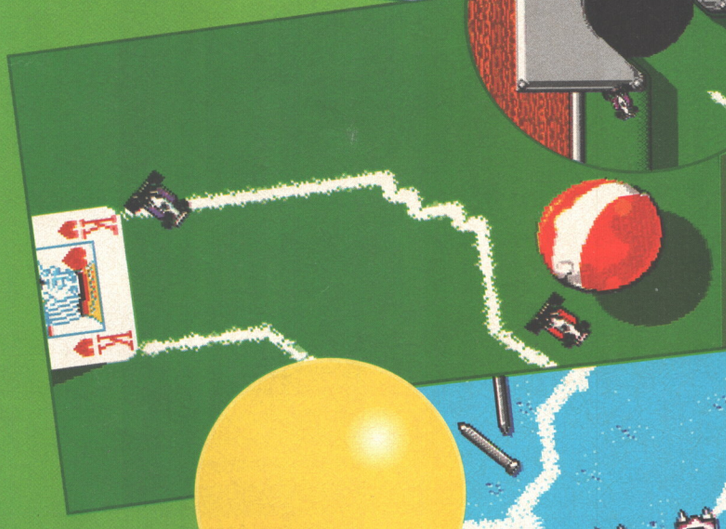
lly *is an updated classic shoot-'em-up.*

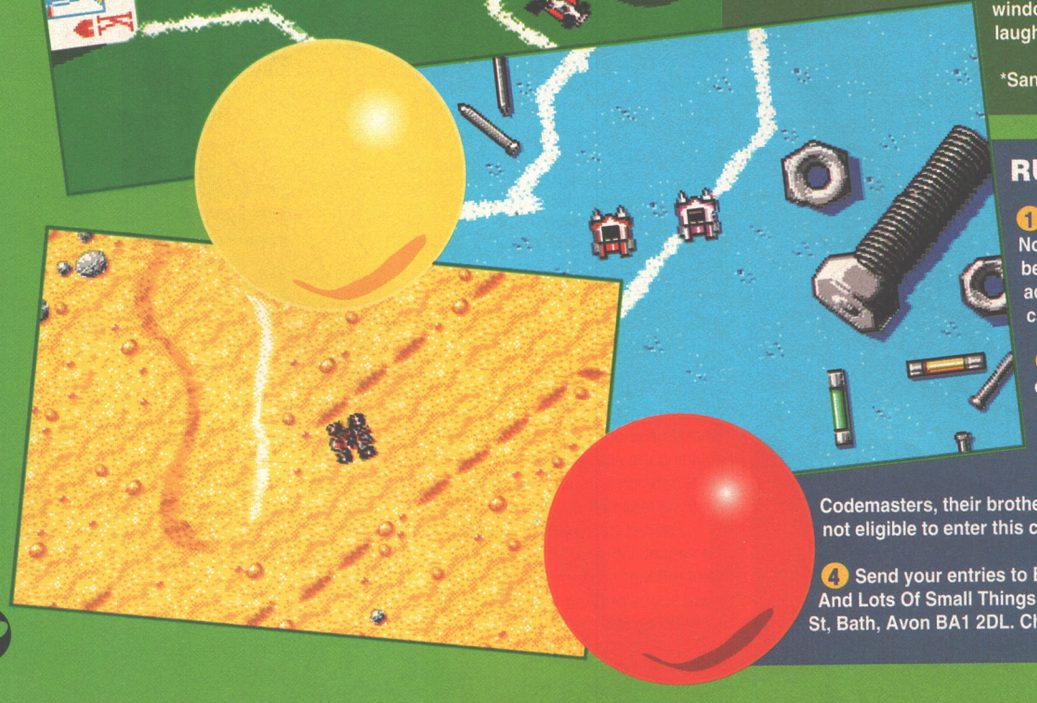
M2

WIN THE POOLS!









Well, er, no. But you CAN win a pool table, which sounds a bit similar and is frankly better, so stop complaining already. Blimey, how good are our compo prizes? Too good, that's how good. We're talking race tracks this month, and giving away two of them in their entirety. Not big, ugly tarmac-y ones like Brands Hatch, you understand, that would be silly. For a start your neighbours wouldn't like 40,000 people cramming into your bedroom, and there's also the practical safety hazard of a car spinning out and crashing into the wardrobe, possibly scratching your mirror in the process. No, we were thinking of small, sleek and, some might say, micro race tracks that have at least a small chance of being delivered by Parcel Force.

Gleaned from the screens of *Micro Machines,* AMIGA POWER and top programming stormtroopers Codemasters are proud to present, then, three top *Micro Machines* goodies. First prize is a stunning pool table worth £300, second prize is a collapsible sandpit* worth, um, about 20 quid, and the winner of prize number three gets a packet of sugar-coated cereals OF THEIR CHOICE, as featured in the fantastic breakfast table levels. To go with these mouth-watering early-morning comestibles, all three winners and ten runners-up will also get a copy of the almost deliriously good *Micro Machines,* so I just bet you'll all want to know how to win...

We want you to tell us what's the smallest thing you can think of, it's as simple as that. Obviously, tech-heads who inform us that it's a sub-atomic particle called a boson or a Mekon or something will be binned instantly, as will anyone who dares question Stu, Dave, Cam or Steve's masculinity, and I think you know what we mean. An entry that's oddly self-referential in a paradoxical sort of a way such as 'My chances of winning this compo' would have won, but since we've already used the gag, that one's out the window. Be funny, be clever, be creative, make us laugh, and – yes! – your kind WILL triumph.

*Sand not included.

RULES

1. The closing date for the competition is November 30. Entries received after this date will be crammed into those little bins marked 'Used advice notes please' that you find next to cashpoint machines.

2. Answers on the back of a postcard or envelope please, we've got better things to do than open hundreds of compo entries, thank you very much.

3. Employees of Future Publishing, Codemasters, their brothers, aunties, step-sons and daughters-in-law are not eligible to enter this competition. But their nieces are. Strange that.

4. Send your entries to Even Big Things Are Just A Collection Of Lots And Lots Of Small Things – Think About It, AMIGA POWER, 29 Monmouth St, Bath, Avon BA1 2DL. Cheers.

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8 December 1991
Reviewed: *Populous 2, First Samurai, Knights Of The Sky.* **On the disk:** *Cisco Heat, Elvira Arcade.**

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10 February 1992
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11 March 1992 *Mega lo Mania II* – diary of a game. Platform games buyers guide. Reviews of *Harlequin,*

12 April 1992
Reviewed: *Parasol Stars, Titus The Fox, Vroom.* **Double disk:** *Titus The Fox, Project X, Rome.*

13 May 1992
Reviewed: *Apidya, Project X.* **Double disk:** *Sensible Soccer, Wizkid, Campaign, Pinball Dreams.*

14 June 1992
Reviewed: *Eye Of The Beholder 2, Fire & Ice, Pushover.* **Double disk:** *Legend, Aqua Ventura.*

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Reviewed: *Wizkid, Sensible Soccer, Monkey Island 2.* **Double disk:** *Galactic, Amega Race.*

16 August 1992
Reviewed: *Crazy Cars 3, Links, Civilization, Dojo Dan.* **Double Disk:** *D/Generation, Troddlers.*

17 September 1992
Pop stars and their games. Guide to multi-player games. Reviewed: *Premiere, Bug*

18 October 1992
Reviewed: *Zool, Putty, Lotus 3, Troddlers, Beast 3.* **On the disk:** *Lotus 3* and *Tearaway Thomas.*

19 November 1992
Reviewed: *Assassin, Doodlebug, Rome AD92.* **On the disk:** *Doodlebug, Metamorphosis.*

20 December 1992
Reviewed: *BC Kid, Pinball Fantasies.* **On the disk:** *Bill's Tomato Game, Fire & Ice, Lethal Weapon.*

21 January 1993
Reviewed: *Indiana Jones, Wing Commander, Nigel Mansell, KGB.* **On the disk:** *Sensi Soccer, Trolls.*

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Reviewed: *Street Fighter 2, Chaos Engine, Alien³, Lionheart.* **On the disk:** *Alien³, Arabian Nights.*

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24 April 1993
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26 June 1993
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Reviewed: *Morph, Lost Vikings, Battle Isle '93, Super Cauldron.* **On the disk:** *Yo! Joe!* and fab PD.

28 August 1993
Reviewed: *Syndicate, Yo! Joe!, Dune 2, Global Gladiators.* **On the disk:** *Stardust Tunnel, Pong.*

29 September 1993
Reviewed: *One Step Beyond, Soccer Kid, Blob.* **On the disk:** *F117A Stealth Fighter, Blob.*

30 October 1993
Reviewed: *Hired Guns, Micro Machines, Overkill, Diggers, Dogfight.* **On the disk:** *Skidmarks, Poing.*

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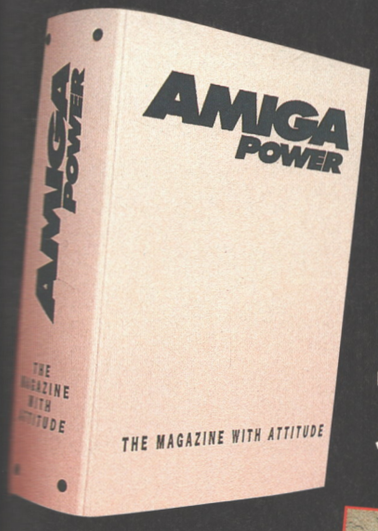

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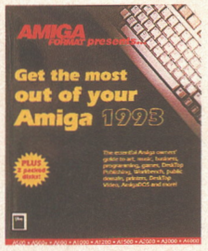

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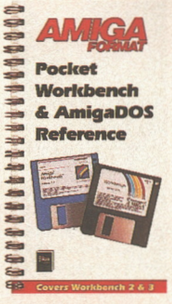

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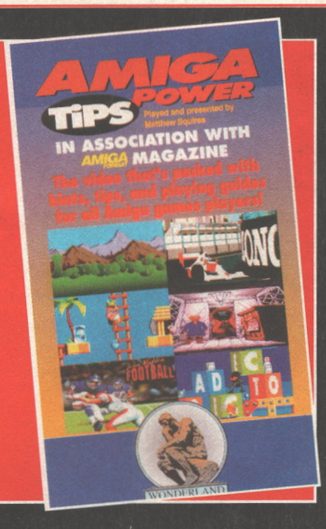

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Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

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FULL STATUS REPORTING
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allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

MUSIC SOUND TRACKER
With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

AUTOFIRE MANAGER
From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power! Joystick 1 and 2 are set separately for that extra advantage!

NEW **IMPROVED RAM EXPANSION SUPPORT**
Now many more external Ram Expansions will work with all Action Replay III commands.

DISKCODER
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. "Tagged" disks will only reload when you enter the code. Very useful for security.

NEW **SET MAP-**
allows you to Load/Save/Edit a Keymap.

PREFERENCES
Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

DISK MONITOR
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

IMPROVED PRINTER SUPPORT-
including compressed/small character command.

NEW **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW **FILE REQUESTER-**
if you enter a command without a filename, then a file requestor is displayed.

DISK COPY
Disk Copy at the press of a button - faster than Dos Copy. No need to load workbench - available at all times.

PLUS IMPROVED DEBUGGER COMMANDS-
including Mem Watch Points and Trace.

NEW **BOOT SELECTOR**
Either DFO or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

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- Calculator
- Help command
- Full search feature
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- Dynamic Breakpoint handling
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- Suplied with template for Deluxe Paint.
- Full easy to follow instructions.
- This is the input method used on professional systems -now you can add a new dimension to graphics/cad.
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THE SEC

Why are we dressed up in Victorian clothing? To decorate this month's reader ads page, of course. It's not one of Britain's best-kept secrets – it's one of the best-kept gardens.

SOFTWARE

For sale: *Populous 2, Putty, Robin Hood, Monkey Island 1 & 2* and *Hook* £10 each.
John Somerton
081 6607983

For sale: *Graham Taylor's, Cruise For A Corpse* £18 each, *Centurion, Gem'X* £5 each, *Project-X* £12, *Photon Paint 2.0* £10, *AudioMaster 4* £15.
Mark Tinker
0246 419259

For sale: *Silent Service 2, Railroad Tycoon, Perfect General, Celtic Legends, Knights Of The Sky, Flight Of The Intruder, Pacific Islands, Mega lo Mania* and *Microprose Golf* – £8 each or £60 the lot.
Graham Hull
081 6460085

For sale: *Fireforce* and *Striker*, both boxed – £10 each.
Alan Parker *(Cheers. – Ed)*
037 971394

For sale: *Jaguar XJ220* £9, *Super Space Invaders* £7, *Titus The Fox* £6, *International 3D Tennis* £5. All boxed.
Tony Church
081 4678224

For sale: *Monkey Island 2* £20, *John Madden Football* £15, *Thunderbirds* £7, *Football Director 2* £10, *Civilization* £20. All boxed originals with instructions.
Scott Reeves
0532 587034

For sale: *Ultima 6, Pinball Dreams, Eye Of The Beholder 2, Black Crypt* and *First Samurai*. All originals and all £8 each.
Chris Mason
0344 304083

For sale: *John Madden's, Epic, Monkey Island 2, Graham Taylor's Soccer Challenge, Myth* and *F19 Stealth*. All £10 – £15 each. *(Pardon? – Ed)*
Paul Shorrock
0772 627529

For sale: *Batman The Movie* £4, *Escape From The Planet Of The Robot Monsters* £4, *Exile* £10, *F29 Retaliator* £6, *Joe Blade (EDOS)* £2, *Lords Of The Rising Sun* £6, *Lotus Esprit Turbo Challenge* £4, *Maniac Mansion* £10, *Rainbow Islands* £3, *Shadow Of The Beast* £4, *Sly Spy* £4, *Super Off-Road Racer* £4, *The Three Stooges* £4, *The Power Pack* £10, *Indiana Jones And The Last Crusade* £7, *Cabal* £7.
Gregg Rowley
0543 271765

For sale: *Putty, Jaguar XJ220* £7 each, *Magic Pockets* £5, *Shadow Of The Beast 2, Days Of Thunder, Nightbreed, Rock 'n' Roll, Super Grand Prix, Fantasy World Dizzy* – £3 each. All boxed with manuals and in stunning condition.
Jonathan Cowley
0533 416694

For sale: *Addams Family, Hook, John Madden* – £22.
James Wenmouth
0403 269516

For sale: *Populous* £5, *John Barnes Football* £10, *Epic, Wizkid, John Madden* and *Lure Of The Temptress* £15 each. All boxed originals.
Gareth Bright
061 6781829

For sale: *Monkey Island* £12 and *Captain Dynamo* £5.
Graham Wood
0524 411233

For sale: *Robocop 3, Super Space Invaders, Premiere, Lotus 2, Chuck Rock* and *Wizkid*, all for between £7.50 and £15 each.
David Norton
0440 708312

For sale: *Formula One Grand Prix* and *Putty* £12 each, *Eye Of The Beholder* and *Lemmings* £6 each.
Jeff Aicken
0247 456412

HARDWARE

For sale: Atari Lynx 2 hand-held with power adaptor and *Batman* cartridge. Excellent condition, boxed and still under warranty.
Julie Lee-Deckard
0532 681678

For sale: Amiga 500, three joysticks, 15 original games, *Deluxe Paint 2, Photon Paint 2.0*. A bargain at £280. Everything in good condition.
Yousef Ismail
081 4503856

For sale: Supra RAM 500 RX with 4Mb £100. Power dual drive £50.
Ian Coath
081 4821667

For sale: Amiga 500 in excellent condition and packaged as new. One meg, 11 games including *Lemmings 2* and *Monkey Island*. £275 ono.
Tom Werber
0473 337735666

For sale: Mega Drive, 10 games inc *Sonic 2, Super Kick Off* and *Quackshot* and two controllers – £270 ono.
Matt Harris
0245 441943

For sale: A1500, 52Mb hard drive, SCSI controller, 1Mb chip and 2Mb fast RAM, WB 2.04 and £300 software – £450 ono.
Mrs G Taylor
0300 345485

For sale: Amstrad CPC6128, colour monitor, games and tape recorder – £200 ono. Amstrad CPC464 with colour monitor and games – £150 ono. Amiga video frame grabber, mint condition – £80.
Ben Crystal
0407 762764

For sale: A500, 1Mb, joystick, 2 mice and mats. Over £250 of software – £250.
Trevor Sheldrake
0420 475415

For sale: A500 1Mb, with external disk drive, monitor stand, joysticks, 150-plus games – £400.
Andrew Neil
0337 28318

For sale: Nintendo NES with 2 games, 2 controllers and AC adaptor – only £25.
Stephen Modell
081 8573097

For sale: Commodore 1084 Monitor £80. A500+ with 9 games and joystick £225.
Mark McDermott
0352 755602

For sale: A500 1Mb, TV modulator, joysticks, over 150 games, *Superbase 2* and *Home Accounts 2* – £400 ono.
David Sharpe
0742 377651

For sale: A600 and £350 worth of games including *Desert Strike* and *Pinball Fantasies* – £250.
Mark Chadwick
091 5362399

For sale: GVP 52Mb hard drive still boxed and fully set up with software so it'll boot up your Workbench automatically for A500 and A500+ only £230.
Simon Richards
0204 691510

For sale: Star SJ-48 Bubblejet printer, three months old, boxed with spare ink cartridge. £180 ono. I will pay for courier delivery.
Mark Tinker
0246 419259

RET GARDEN

For sale: A500, one meg with joystick and software £175.
Matthew Ashdown
0222 624039

For sale: NES lightgun pack with *WWF Steel Cage* £85 ono.
Luke Regan
061 6813419

For sale: GVP 120Mb HD for A500/A500+ £250.
Alan Merritt
081 9549531

For sale: A1200 with *Zool 1200* version, Quickshot joystick, and Workbench 3.0 £320.
Chris Papadopoulos
081 3606579

For sale: CBM A501 0.5 Mb memory upgrade for A500 £15.
Neill Stewart
0247 451279

For sale: A500+, joystick and £200 of games £280.
Neil Stirling
081 6601389

For sale: A600 with colour monitor, two joysticks and 24 games including *Sensi Soccer, Humans, Superfrog* and *Chuck Rock 2* £450 ono.
Steve Alexander
081 9418397

For sale: Mega Drive and games for £110 ono, or will swap for A500 or A600.
Raymond Pasquale
0582 410477

WANTED

Wanted: (desperately) *Interphase.* Will pay £10 to £15 for an original boxed copy with instructions.
Matthew Sorge
0274 591703

Wanted: *Navy SEALS* for the A600 and am willing to pay up to £10 for a copy in good condition.
David Nicholas
051 7228411

Wanted: I will pay a reasonable price for boxed originals of *Champion Manager '93, History Line 1914-18, Pinball Fantasies, Goal!* or *Syndicate.*
Les Bailey
0842 754051

Wanted: *Star Wars* and *Spy Vs Spy* for the A500.
John Attersley
0702 558739

Wanted: *World Class Rugby – The Five Nations.* Any condition.
Graham Hull
081 6460085

Wanted: I want a copy of *Little Computer People,* boxed and in good condition.
Chris Stevenson
0282 773920

Wanted: I desperately need *Spy Vs Spy* and will pay £8.
Gareth Bright
061 6781829

Wanted: *Tintin On The Moon,* complete with instructions.
Tony Mynard
0582 493435

Wanted: *Bloodwych* data disk, *Chaos Strikes Back* and other RPGs for swaps or cash.
Alan Wormald
0742 348862

Wanted: *Adventures Of Willy Beamish,* make me an offer.
Sue Ellington
0502 586888

SWAPS

Swap: My *Corporation, Speedball 2, Cadaver, Line Of Fire* and *Back To The Future 3* for any other games.
Stewart Thomson
041 9564995 after 5pm

Swap: My *Streetfighter 2, Final Fight* or *Populous* for your *Premier Manager, Championship Manager 93* or *Body Blows.*
Adam Bromley
0257 265046

Swap: I want *Graham Gooch World Class Cricket* for *Street Fighter 2.*
Ben Leach
0392 216055

Swap: *Pinball Dreams, Lemmings, Captain Planet, Prince Of Persia, Bart Vs The Space Mutants, Space Crusade* and *F19* for anything good. All A500+ originals.
William
0772 431064

Swap: I have *Syndicate, First Samuari, Oh No! More Lemmings* and would like *Sim City, Body Blows, Civilization, A-Train, Moonbase* or any others like this, preferably two for *Syndicate.*
Nick Smith
0538 360297

Swap: I've got *F29 Retaliator* and desperately need *F15 Strike Eagle.*
Neil Stirling
081 6601389

Swap: My *Chaos Engine, Body Blows, Indy Fate Of Atlantis* and *Alien Breed '92* for *Nick Faldo, Graham Gooch, Desert Strike* or *John Madden.*
Kai Jones
0952 251785

PEN-PALS

Linette
10 Milton Rd
Copnor, Portsmouth
Hants PO3 6AP
Calling all entities! Please write to me. Pen-pals wanted from every corner of the universe. I'll reply to everyone.

Maurice
Drijver 67
Maasslvis
Holland 3144 6D
Looking for amateur graphic artists to exchange tips, techniques, pictures and PD software. All formats.

Darren
YMCA Gresty Road
Crewe, Cheshire
CW2 6EL
Amiga contacts wanted for help on *Walker* and friends.

Steven
Flat B, Central Bld's
Cornmarket
Penrith CA11 7HT
Amiga 1200 owner wants pen-pals. 100% reply anywhere in the world. Get pen to paper now!

Rabbe
Papinniitynkatu 22 A5, 10600
Tammisaari, Finland 10600
I am the owner of a large Amiga software collection and I would like contacts anywhere in Europe.

Adrian
79 Nursteed Road
Devizes
Wiltshire SN10 3AJ
Fe/male pen-friend wanted aged 26+ please. My interests include football, writing letters, computing, reading and being dead boring *(Wahey. – Ed).* 100% reply guaranteed.

Wayne
37 Cassibridge Road
Watford
Hertfordshire WD1 7QL
Do you own an A600 or A1200? Do you want to exchange the latest software? If the answer to both these questions is yes, then write to me. Fast reply guaranteed.

James
20 Bernwood Grove
Langley, Blackfield
Hampshire SO4 12W
I'm 17 years old and would like female contacts. I'm into computer games and REM. 100% reply.

Ben
3 Honiton Rd, Cullometon
Devon EX15 1NZ
I am a 12 year-old boy and would like a pen-pal who likes computer games but isn't mad about them.

Ian
33 Townfield Lane, Frodsham
Warrington, Cheshire WA6 7QZ
I'm looking for a 10-12 year-old pen-pal. I own an A500 and like creating in *Easy AMOS,* playing games and listening to heavy metal.

You can visit The Secret Garden for free – but no profit-making, public domain libraries, or sad-boy lonely hearts, please. Send your completed coupons to: The Secret Garden, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2BW.

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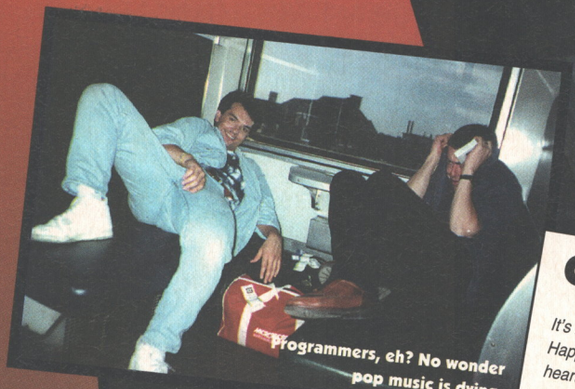
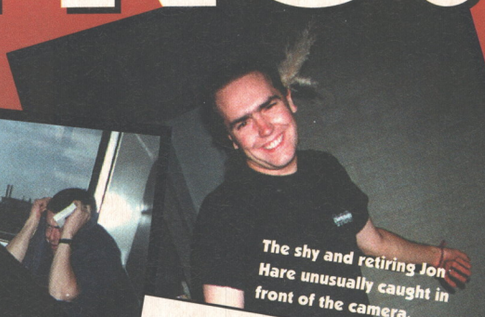
OH NO! MOR

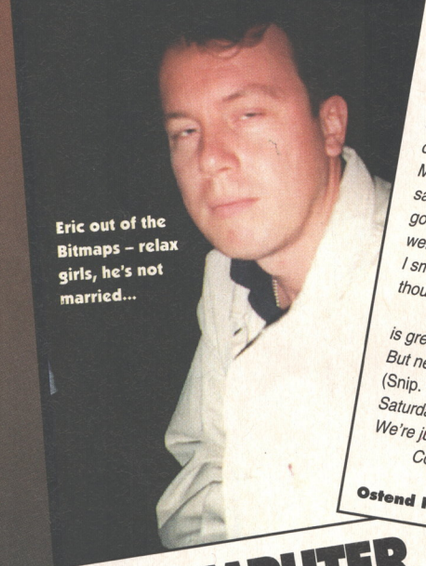
Last month saw the annual 'Oz Happening', a programmers' forum-cum-show in Lekko, Belgium. We sent a team of roving reporters to chronicle the goings-on. Sadly, it was this lot here. Uh-oh.



Programmers, eh? No wonder pop music is dying.



The shy and retiring Jon Hare unusually caught in front of the camera.



Eric out of the Bitmaps – relax girls, he's not married...

OZ HAPPENING (BY JON HARE)

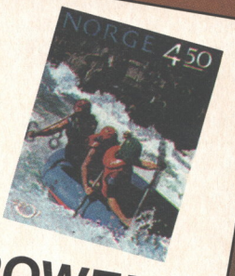
It's happening! It's Oz! It's the one and only annual Oz Happening, all the way from (or rather to) sleepy Lekko in the heart of Belgium, where games developers from all over Europe meet each other and, er, happen. Sounds good, doesn't it?

We all climbed on our various planes from Heathrow, Stansted and Birmingham, flying to one destination and one destination only, to the place where it was happening, to the place where it 'Oz' happening. (Oh God. – Ed) We touch down in Brussels (Shortly followed by the plane, I presume? – Ed) and catch a train to Lekko. We arrive at the Ring Hotel ready for the cold fish banquet, the tables are laid. I sit down opposite Eric Matthews from out of The Bitmap Brothers and say hello. "Jops," says Eric, "Where the hell do you think you've brought us? You've got some questions to answer later, me bucko." "This place is weird," adds Steve Kelly, also from out of The Bitmap Brothers. I smile like a mad hatter, for I remember thinking the exact same thoughts 12 months before. "Welcome to Oz."

The Happening is a sideshow to the real event. Its intention is great, but the punters aren't there, so I'm a bit disappointed. But never mind, there's always the 10-pin bowling, the pinball, the (Snip. – Ed), the bar, the iffy herrings, the magnificent casino on Saturday night and a really good time with some good friends. We're just a bunch of Brits abroad, waiting for the show to start.

Competitions to play against the authors, come and ask us questions (like "are you really called Sensible Soccer?"), previews of new games, and so on. If this show was held in England it would be great, and there'd be some punters there too. Oh well. C'est la vie.

Cheers, Jops.



AMIGA POWER
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ENGLAND

Ostend Ferry Port car park at sunset (detail).

OZ COMPUTER SHOW – BELGIUM

A brief account by Stoo Cambridge (Sensible Software)

BANG BANG BANG! Awakened by the early morning subtle tap on the door. Drink some coffee... load up Cannon Fodder... erm... drink more coffee... erm... talk to the Bitmap Brothers... "Oh look, there's the CD32 FMV machine"... "WOW!"... walk round show... drink coffee... erm... talk to Archer Maclean... what else?... oh yes... drink some coffee.

Drink Coke... talk to the Bitmaps... and, erm... drink Coke... erm... talk to Archer Maclean... walk round show again... speak to Team HOT... "Look, it's that CD32 FMV machine again"... talk to Euphoria... wander around show again... say goodbye to everyone... wake up in bed Monday morning... Wow, what a weird dream...

AMIGA POWER
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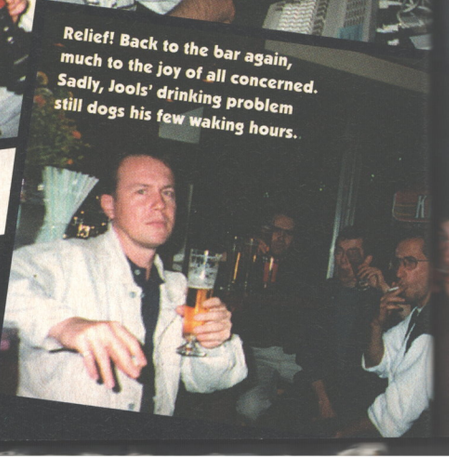
Shock! A bona fide shot of the ACTUAL COMPUTER SHOW!



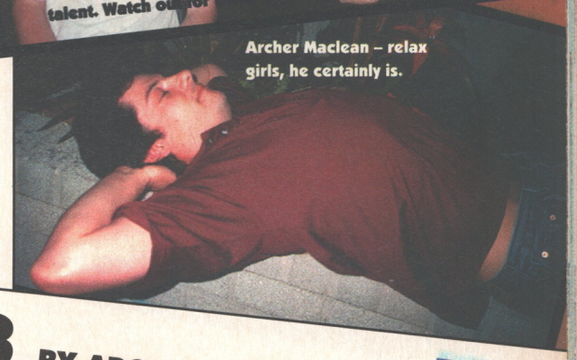
Relief! Back to the bar again, much to the joy of all concerned. Sadly, Jools' drinking problem still dogs his few waking hours.

E FLEMINGS

JOOLS' STORY

DAY ONE	DAY TWO	DAY THREE
BREAKFAST	BREAKFAST	BREAKFAST
CAR	CAR	CAR
BEER	BEER	BEER
PLANE	SHOW	SHOW
WINE	BEER	BEER
TRAIN	SANDWICH	BOWLING
CAR	BEER	BEER
BEER	BEER	SHOW
FOOD	SNOOKER	BEER
POOL	BEER	BOWLING
BEER	CAR	BEER
BEER	BAR-B-Q	STEAK
BED	WINE	BEER
	BEER	CAR
	PINBALL	BEER
	BEER	PLANE
	CAR	WINE
	CASINO	CAR
	BEER	HOME
	CAR	(Beer? – Ed)
	BEER	

Panoramic scene of Zeebrugge harbour in snow.



Archer Maclean – relax girls, he certainly is.

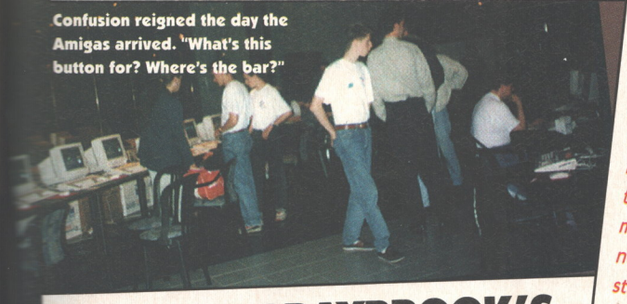
AMIGA POWER
3 Monmouth Street
Beauford Court
Bat
BA
EV

MY OZ '93 BY ARCHER MACLEAN

I'm afraid that my recollections of the Oz Happening are badly smeared with alcohol. Us computery chaps were supposed to be in keen attendance around our allocated stands talking illuminatingly to the onslaught of wacky hackers and dead-keen Belgians eager to tell us of their Amiga exploits. What actually happened was somewhat different, because the organiser had unwittingly located the show in a sports centre overrun with eating and drinking facilities. Even our little area actually had a bar in it, which seemed to have a magnetic attraction for most of us. And just for good measure, there was a bowling alley, snooker (now there's a game...) and pool area, and various pinball machines dotted about as well. So yeah, we did a few newspaper interviews and a few photos and all that stuff, and I bent the ear of a proud hacker who wanted me to autograph his dodgy IK+ copy, and all in all we had a laugh and lived happily ever after.
Wish you were here, Archer Maclean

Some dodgy-looking programmers at a show, 1993.

AMIGA POWER
30 Monmouth Street
Bradford Court
Bath
Avon
ENGLAND



Confusion reigned the day the Amigas arrived. "What's this button for? Where's the bar?"

ANDREW BRAYBROOK'S OZ SHOW DIARY

FRIDAY
0930 Set out from Graftgold HQ in Witham to the famous Oz Happening.
1300 Arrived at Dover, but jetfoil is cancelled.
1530 Phoned Oz to arrange pickup from Ostend.
1400 Waited.
1800 Replacement jetfoil. Wondered whether the free tea voucher was worth the £18 surcharge for a quicker crossing.
2110 Arrived at Ostend, but no-one was there.
2120 Waited.
2130 Phoned Oz again. Waited.
2200 Met Marcus and Steve from Amiga Format. The lift to Oz was nowhere to be seen. Waited.
2300 Phoned Oz again. They assured us lift was on way. Waited and waited and waited.
2350 Had a snooze on a wooden bench. Steve declares it the worst day of his life.

SATURDAY
0300 Phoned Oz a final time. They couldn't find us, could we wait till morning? Waited. For a change.
0400 Waited.
0500 Caught ferry home. Food and warmth at last.
1230 Arrived home. What a happening! Can't wait till next year!
1231 Waited.

The annual Naked Lovelies Festival at Bruges.

AMIGA POWER
30 Monmouth Road
Beauford Court
Bath

"Steve Kelly, son of Charles Hawtrey," reads the caption on this photo, and we have to agree with it.

NEXT MONTH: Snaps of Jan's last holiday in Benidorm, plus some pictures of Eric Matthews when he was a baby that his mum sent us. Probably.

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Take a bath in milk

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Get on a bus you've never been on before

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Croon to your partner under a full moon

Do a jigsaw puzzle

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage

Say yes for a day

Take a picture of your back

Croon to your partner under a full moon

Give up your seat on the tube every day

Get on a bus you've never been on before

Do a jigsaw puzzle

Say yes for a day

Take a bath in milk

Dance in the front garden

Get your hair cut

Put your name on a star

Climb a tree

Shave your head

Dance in the rain

Stop someone getting AIDS

Watch 'It's a wonderful life'

Feed the birds

Fast for a day

Learn to fly

Get on a bus you never got on before

Visit an art gallery

Buy a hat

Do a cartwheel

Drink a glass of water

Write a poem

Use a fountain pen

Tell someone your dreams

Clean your ears

Feed someone else's meter

Walk home today

Walk on the grass

Dream for the day

Carry a flower all day

Feed the dog

Make a million pounds

Visit New York

Paint your toe-nails

Invite your neighbour to tea

Talk about God with a friend

Listen to Jazzie B's next show

Take your granny to the movies

Give your favourite possession away

Wink at someone ugly

Get up an hour earlier tomorrow

Stop saying no for a whole week

Memorise a Woody Allen joke

Buy the next record you hear on Kiss

Do 100 press-ups

Put on a dress

Tell the truth for a day

Buy your boss a present

Eat something you've never tried before

Write to your MP

Scream

Tell someone you appreciate what they do

Ride a Merry-go-round

Make a wish

Buy a friend your favourite book

Say hello to a policeman

Put the kettle on

Tune into Caesar tomorrow morning at 4am

Go home a different way every night for a week

Spend an hour in a place of worship

Take up knitting

Photocopy this ad and get someone else to do it

Learn to listen more

Send someone a telegram

Listen to Rodigan's next show, in the park

Sing a song at the top of your voice

Only boil as much water as you need

Put your sofa in the kitchen

Spend an afternoon speculating on how to make a million

Help a stranger with their shopping

Learn a new word every day

Go to a museum

Forgive someone

Write a fairy-tale

Do one thing to make the world a better place to live

Kiss 100fm

JOBS FOR THE BOYS

MC Diskette – substantially less irritating than those look-alike Spin Doctors.

As the world's best magazine, it's hardly surprising that AMIGA POWER gives away the best competition prizes – like life-long careers with Britain's top software houses, for instance. Steve McGill visited Bullfrog to see how two of our very own 'discoveries' are getting on.

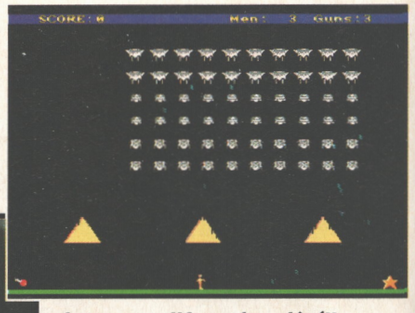
Way way back in the Matt Bielby Golden Age, AMIGA POWER ran a reader competition where the first prize was a job with Peter Molyneux and the Bullfrog programming team. The contest was simple – design and write a fabulously original game with a *Space Invaders* theme.

Just in case, Peter Molyneux made it clear that if none of the entries were good enough, no-one would be offered a job. Fortunately, you're a talented bunch out there and Peter Molyneux, instead of providing one job, handed out two.

The first-prize winner was the aptly-named MC Diskette, Computer Science graduate and programming talent extraordinaire. MC came from Stafford and was 22 when he entered the competition. The game he designed was called *Mr Wobbly Leg Vs The Invaders From Space* (captured for posterity over on the right of this page, nostalgia fans). It appeared on an AMIGA POWER coverdisk and was a massive hit with everyone.

The other design, by Denis Habus, a 15-year-old schoolboy at the time, was called *Chess Invaders*. Although it was incomplete when he sent it in, Peter Molyneux quickly spotted its potential. Denis was initially offered a week's work experience, and is currently writing some Artificial Intelligence algorithms on a forthcoming Bullfrog god game called *Sim Theme Park*.

My mission, (although I had no choice whether to accept it or not), was to track both of these talented chappies down for a follow-up feature, to find out what they were doing now and what their opinions were on life, the game-playing universe and, well, everything.



In two years, MC went from this *(Mr Wobbly Space Invaders)* to that over there.

MC and Denis pose naturalistically outside Bullfrog's Guildford headquarters, their home (so to speak) for the last year or so. Bet you wish you'd entered that compo now, eh?

Peter Molyneux, smiling head of Bullfrog, and all-round programming mentor.

WORTH WAITING FOR

When I first arrived at Bullfrog, Peter Molyneux recounted some of the events that led up to MC joining the company. "The game appeared on an AP coverdisk without him knowing anything about it. He didn't originally see the issue of AP which announced him as a winner. It was a friend who let him know he had won." Hilariously, MC had moved house in the meantime (the winners were announced a year later due to various mix-ups at Bullfrog and AP offices) and Peter Molyneux ended up phoning a disconnected number: "I thought it was a joke. After all, who's got a name like MC Diskette?" MC eventually phoned Peter and they arranged an interview.

What did Peter like about *Mr Wobbly?* "It was the most playable out of all the entries." Peter describes MC as his most talented programmer – no mean description considering the calibre of the Bullfrog stable.

Then I met them in person. MC is about 5'8" and looks like a cross between a member of the Spin Doctors and Pearl Jam, with his long hair tied back in a pony-tail and small goatee beard. Denis is far more normal-looking; straight-cut dark hair, sensible clothes and an analytical gaze *(Doesn't sound very normal to me. – Ed).*

I kicked off by asking MC why he equipped his eponymous hero with an unstable appendage: "I gave him a wobbly leg because I can't draw." It turned out that he spent the year after writing the game sending other programs to all the software houses. None of them wanted to know until AP announced him as the winner.

The game was written on a one meg A500 with an extra floppy drive which just goes to show what can be achieved with standard kit. AMOS tinkerers, take heart from MC's example, and also ponder this action after he was accepted on an initial trial three-month contract – "I rented a bedsit on a year's basis. I was so confident that I would be kept on". You can tell that MC reads a mag with attitude.

"I gave him a wobbly leg because I can't draw"

Being a new boy at AP myself, I asked MC how he found settling in in a strange land. Was it an easy transition making the move from Stafford to Guildford? "I found that I fitted in with everyone really well. We've all got a fairly similar sense of humour, and get on brilliantly. One of the best things about working here is the social atmosphere – plus the fact that the games we're doing are so completely superb. They're all really deep and they have lots more scope than the rest. Other people tend to concentrate on just arcade games – but Bullfrog don't."

MAKING THE CHANGES

MC's current job title is 'Head of Conversions'. He last worked on *Syndicate:* "Sean did it on the PC and I converted it to the Amiga." *Syndicate* started life as *Bob* (and was previewed as such way back in issue 2, would you believe?), and was written on a high-powered PC, where it required about 2.5 megs of memory and a hard drive. Asked how hard the conversion was, MC said "Very hard indeed. I spent many sleepless nights of hard slog over it. It was worth it, though, just ask Tim Tucker." *(We tried this, but Tim would only say "Flesh... need flesh", which wasn't much help. – Ed)*

Did either of the guys actually play Bullfrog games before they got the job? Denis: "Yeah, *Populous* was one of my favourites, especially the multi-player game. I used to go to a friend's house and we connected our Amigas with a serial link. We used to do that a lot."

So, what if any readers out there would like to follow in your footsteps? MC advises: "Basically, play lots of games. You have to be enthusiastic about games. They've got to be your life. People tend to be taken on here without too much programming experience." (Peter Molyneux reckons he can teach anyone to program in two weeks.) "What they want is enthusiasm. That's the key." ➔

The gorgeous slaughter-frenzy that is Amiga *Syndicate.*

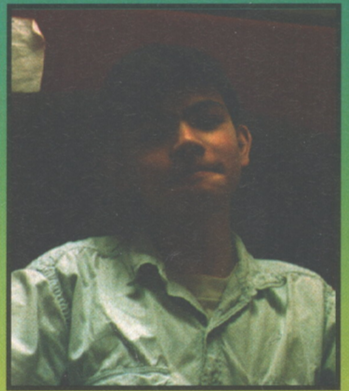
YO! SECOND PRIZE

WINNER 2: DENIS HABUS

Age: 17
Qualifications: Several GCSEs (Going to Cambridge next year)
Currently working on: Sim Theme Park

Denis Habus was described by Peter Molyneux as intimidatingly intelligent; probably the most intelligent person he had ever met. Now, considering that Mr Molyneux is no slacker in the IQ stakes himself, this statement came as a revelation of no mean momentum.

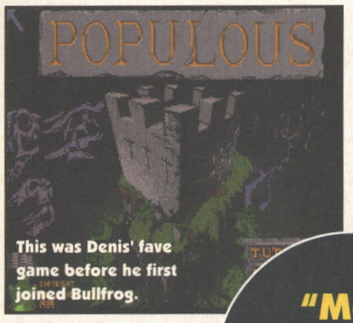
Refreshingly, Denis Habus is both affable and modest at the same time. Not at all what we were expecting after the verbal drum roll from Peter.



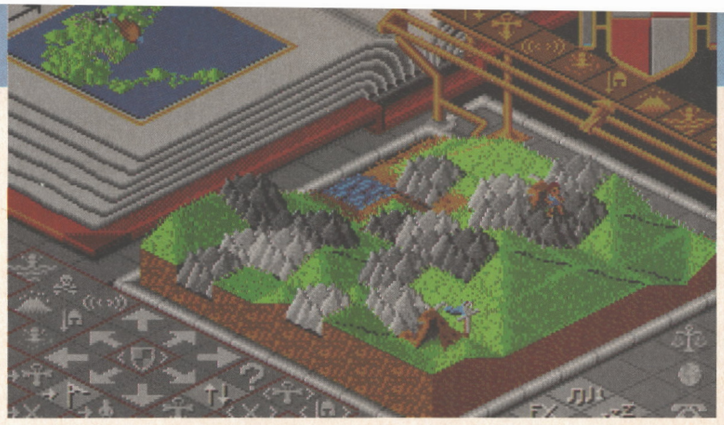
Denis Habus – just 17 and already smarter than we'll ever be. But we reckon we could probably have him in a fight.

Denis spotted AP2 in Smiths and wanted to check out the new flash magazine that everyone was talking about. "I saw the competition and decided to enter," he explained. Time was pressing on and he had to send in the game uncompleted, but he still thought that "it was quite a good idea". The game was called *Chess Invaders* – you were a black King on a chessboard surrounded by white pieces who attacked you from all sides. Denis then completely forgot about it for a whole year. But AMIGA POWER didn't. A friend phoned him up to tell him that his game had been shortlisted in the mag, so Denis contacted Bullfrog and was taken on for a week's work experience in October 1992. He's been there (on and off) ever since, and is currently working on Artificial Intelligence algorithms for successful management of their up-and-coming Theme Park simulator.

He got the idea for his original game from his vocation in life: chess. Unofficially rated as the second best player in Europe, Denis went straight to number one in the legendary Bullfrog Hall Of Fame when he simultaneously took on six of Bullfrog's programmers at chess. Denis had a minute on the clock, the other six had half an hour each. He beat them all in less than 15 seconds. Child-prodigy AP-reading supremo or what?



This was Denis' fave game before he first joined Bullfrog.


Populous has now sold over 750,000 copies worldwide. Beat that, Take That!

"Most people are quite sensible about it"

ACCENTUATE THE POSITIVE

So, what do the panel think the benefits of computer games are (if any)? MC: "Computer games help your concentration. If you play a computer game for about an hour, then you're concentrating completely for that hour." Okay, but what about the supposed dangers of kids spending too long playing games? Denis: "Well, I think it's probably a bad thing if they're not doing anything else. They should read some books as well." MC then cuts in hilariously with "They should read the instruction manuals." Denis reasserts himself, trying unsuccessfully not to laugh: "They shouldn't play them like 24 hours a day." I ask him if he thinks there are any people that obsessive out there? Denis: "I know a few people who do that but, on the whole, most people are quite sensible about it."

Mainstream media tends to paint a picture of games-players as lone weirdoes sitting in their bedroom with no friends or sense of personal hygiene. Any takers? MC: "It's not like that at all. What I do is get a whole load of mates together with lots of crisps and pop. It's so much more fun when there's a load of you together."

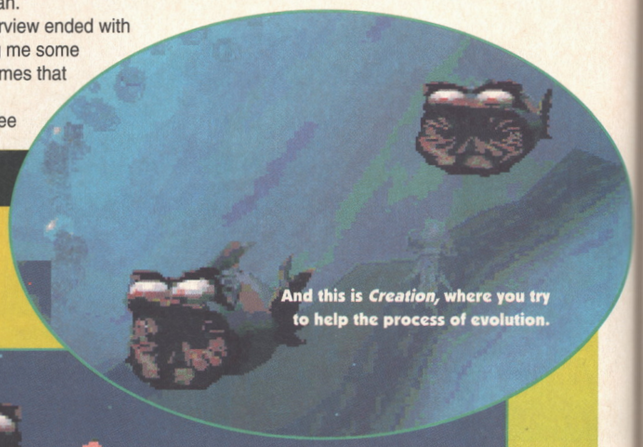
How about games improving your reaction time, concentration and spatial judgement? MC: "I play badminton quite a lot. We go down to the local sports centre at dinner time. Yesterday it ended up in such a battle that I broke a string. It was a racket that I borrowed 'cos I broke a string on my own racket last Friday. There's definitely something in it." Yeah, stop hitting the shuttlecock so hard, you dangerous man.

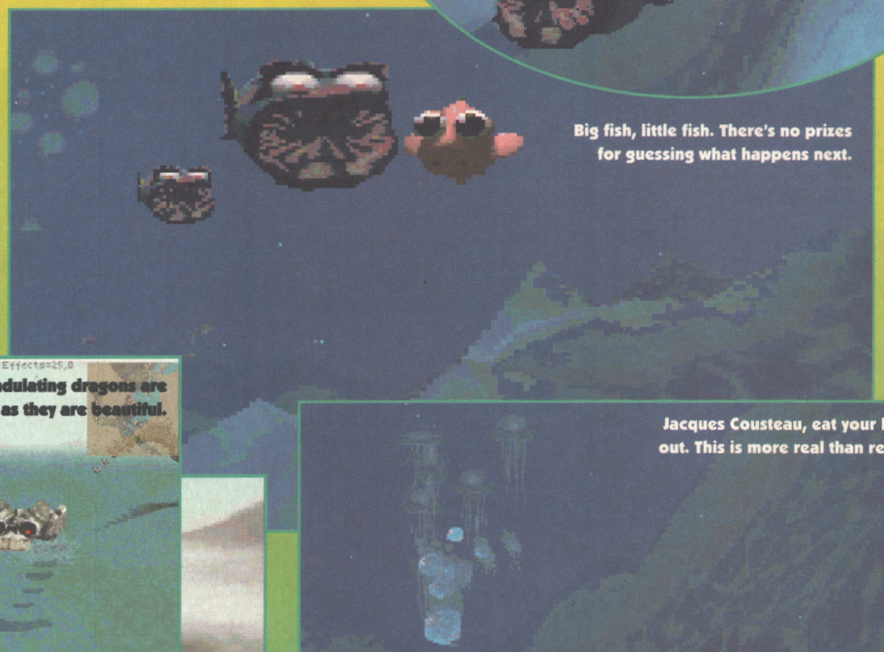
The interview ended with them showing me some of the new games that Bullfrog are working on (see below), and then it was time to go. So there you have it. In just one AMIGA POWER competition, we helped reduce the dole queues and improved the overall level of staff at one of the UK's top entertainment software houses. Ain't we great, eh? ●

COMING ATTRACTIONS

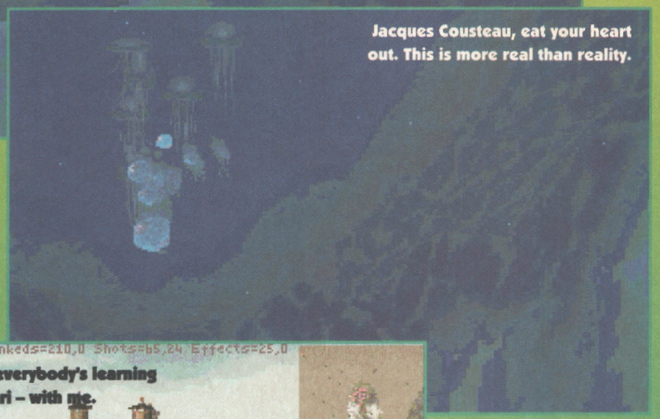
As well as *Sim Theme Park* (further details on page 26, fact fans), Bullfrog have got a whole bagful of treats headed your way early next year. Scattered around here are just some brief tasters of a couple you should be able to look forward to soon.

As reported last month, the team are also working on a *Syndicate* data disk – this'll probably have a serial link option allowing two players to operate their agents in the same city. "It's basically a cut-down version of the multi-player PC game," they say. For the CD32, Bullfrog are supposed to be producing a totally new game concept called *Biosphere*, but they didn't tell us very much about that, so we'll leave you with the tantalising snippet that there is the possibility of *Syndicate* appearing on the CD32. "The problem with this is the need to completely redesign the game around the controller – the CD32 has no mouse and, as anyone who's played it will know, *Syndicate* is completely mouse-driven." So, you shouldn't be too surprised if any CD32 version of *Syndicate* ends up more like the Mega Drive one than the Amiga.


And this is *Creation*, where you try to help the process of evolution.


Big fish, little fish. There's no prizes for guessing what happens next.

This is *Magic Carpet*. The undulating dragons are as deadly as they are beautiful.


Jacques Cousteau, eat your heart out. This is more real than reality.

Anyone who's seen *Vista Pro Anims* will be gobsmacked by this. As will anyone else.

Let's go carpeting now, everybody's learning how, come on a rug safari – with me.

GVP

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PICTURE SHOWS GVP HD8+, THE A530 FEATURES SIMILAR DESIGNER STYLING

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If you were thinking about upgrading to an A1200 or A4000, think again. With a GVP A530 Accelerator upgrade, your A500 will be 14 times faster than a normal A500, almost nine times faster than an A1200 and over one and a half times faster than the mighty A4000 030 (see chart below).

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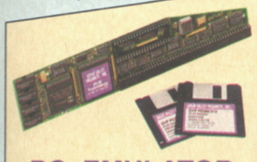

PC EMULATOR
FOR USE WITH HD8+ or A530

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- Norton SI index of 15
- Compatible with MS-DOS version 3.2 or later
- Windows 3.x compatible
- Includes 512K of FAST RAM
- Built-in video adaptor emulates VGA/EGA (mono), and Hercules
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The A500 HD8+ (pictured above) provides the ultimate in hard drive performance, it can also increase the memory of your Amiga by up to 8Mb, support up to six SCSI devices and provide PC compatible emulation via its custom expansion slot (mini slot) see left.

COMPARISON CHART

FEATURES/MODEL	GVP HD8+	ICD TRIFECTA LX	COMMODORE A590 20Mb	EVESHAM REFERENCE 100
*TRANSFER RATE: Kb per second	1066	1028	564	400
GVP DESIGNER STYLING	✔	-	-	-
RAM EXPANSION(MAX)	8Mb	8Mb	2Mb	4Mb
MINI SLOT (FOR FUTURE EXPANSION)	✔	✔	-	-
SCSI INTERFACE	✔	✔	✔	✔
GVP PERFORMANCE Faaast ROM	✔	-	-	-
DEDICATED POWER SUPPLY	✔	✔	✔	-
PRICES FROM	£199	£295	£159	£329

* Figures taken from *Amiga Computing*, October 1993

"... the undisputed fastest Amiga hard drive available in the world."
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"Without doubt the best hard drive available for the A500 ..."
Amiga Format April '93

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FASTER THAN AN A1200 or A4000 030

An A500 with the GVP A530 will be considerably faster than either the A1200 or A4000. This is possible because the A530 uses a 40MHz 68030EC, whilst the A1200 used the slower 14.19MHz 68020EC and the A4000-030 uses the 25MHz 68030EC processor.

Features include:

- 40MHz 68030EC Processor (the A1200 has a slower 14MHz 68020EC processor)
- Up to 8Mb of 32-bit Memory, 1Mb of 32-bit Fitted
- PLUS Same Features as HD8+
  - Mini-slot for Future Expansions, see PC Emulator - far left
  - Cut Off Switch for Game Compatibility
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CU-Amiga October '92 - 97%

AMIGA GOLD FORMAT 94%

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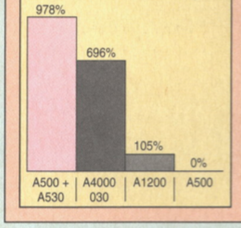
GVP's A530 includes 2 SIMM sockets for easy Fast RAM installation. One socket already contains 1Mb RAM. Options are 2 x 1Mb cards, 1 or 2 x 4Mb cards offering 2Mb, 4Mb or 8Mb of RAM.
1Mb RAM - £69 INC VAT - RAM 3216 | 4Mb RAM - £179 INC VAT - RAM 3246

SYS INFO CPU MIPS
% SPEED DIFFERENCE TO STANDARD A500



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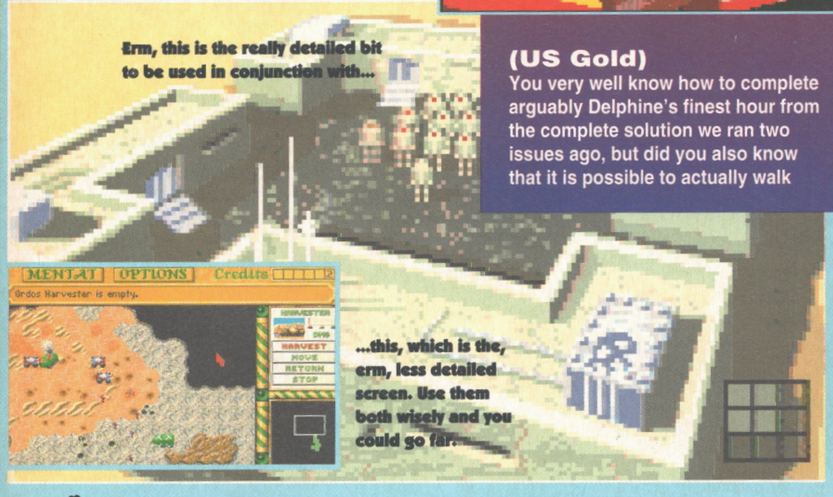
COMPLETE control

They call him 'Rich' Pelley – and not without good reason. For he is 'rich' indeed, though his wealth is measured in hints-and-tips-related knowledge, and not by pounds and pence. He uses his fortune for good, not evil – he uses it to maintain Complete Control.

DUNE 2

(Virgin)

Last month we may well have printed more *Dune 2* tips than you can shake a spice-rack at, but I'll wager my bottom dollar that old Marky-boy didn't mention that whilst under attack by an Ornithopter on the later levels, by adjusting the game speed to 'slow' you can effectively cheat by making it easier for your turrets to destroy them. Not for the first time, the skill of a man who plays computer games for a hobby (Mark Sezry of Dublin) is proven to outweigh that of a man who plays them for a living. *(Oi, Rich! Cut that out! – Cam 'ex-Mark' Winstanley)*

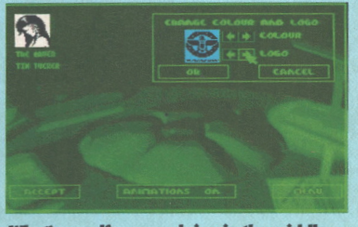


FLASHBACK

(US Gold)

You very well know how to complete arguably Delphine's finest hour from the complete solution we ran two issues ago, but did you also know that it is possible to actually walk through walls and doors? (In the game, that is.) Well, nor did we – not until it was brought to light by Danny Allen of Witney and Pjotr van Dun of Tilburg, Holland.

Here's how. Step up to where you want to walk through and turn around. Hold down Fire and tap the direction you are facing (as if you were going to run), but quickly pull the joystick back and remove your finger from the Fire button. With any luck you should magically take a step right through the wall or door in question. Very handy.



What's a golf course doing in the middle of a game of violence and intrigue, eh?

Ah, that's more like it – dodgy dealings and a dead body in the street.

SYNDICATE

(Bullfrog)

It's only a select handful of games that make a massive impression on us here at AMIGA POWER. *Syndicate,* however, was one of the chosen few. We covered general mission tactics last month, but some of you out there obviously decided that this wasn't enough. Space is short, so what we'll do is combine the thoughts of Steven McMahon of Sunderland, Lee Griffiths of Warblington, Lee Randall of Uxbridge and Ben Twitchen of Essex with that of Alex Trowers of Bullfrog (thanks, Alex). Weeding out the more rudimentary advice, we arrive at the following.

Research

The cost of research is proportional to time. So, by funding a research project at the start of the mission, commencing play, wandering around (or staying still) in relative safety for a time and Escaping back to the Statistics screen, although you will be told you have withdrawn from the mission, research will be complete. Stocks of every weapon and body part can be built up this way. Modify eyes, chest, arms, brain, legs and heart in that order for body refinements; heavy, assault and miscellaneous in that order for weapons.

Movement

Group mode can be devastating if under attack, hence the Scatter option. Once you've got the hang of it, you may like to try a more complex method: the 'Skirmish Line'. Line your agents up side by side (to cover the width of the screen) and move forwards, concentrating your firepower on one spot if an enemy is engaged. The line should also be sufficiently wide to negate practically all enemy cover. It will also attack from multiple directions.

Not enough for you? Then try a 'Drag' formation: one well-armoured or shielded agent leads, two others act as flankers, the third blocks behind and to the side whilst the fourth supports with a Mini, Long Range, Laser or Gauss gun. The leader shows the locations of any enemies – if the flankers cannot deal with them, open up with the support agents.

New Agents

If an agent needs to be replaced, you can safely Persuade an enemy by placing all agents up against a building with a solid wall facing out of the screen, upping the Adrenalin of the Persuadertron agent and ambushing from a blind corner.

GUNSHIP 2000

(MicroProse)

They say you can't have too much of a good thing. We presented some discreet advice for virgin pilots last month, but for those with more experience, thanks are in order to Dominic Chung of Manchester for sharing this subsequent wisdom.

Search And Destroy is also a great Iggy Pop album.

Weapons

When arming helicopters, Hydra 70 M261s are the best general purpose rockets. M255s and M247s can be used, but are really intended for specific targets – check how plentiful they are in your mission orders. Use the longest range weapons available: TOW-2s have too short a range, Penguins are only of use on ships, and only two Mavericks can be carried so use Hellfires (or Hellfire MMWs with the Longbow Apache), else Hellstreaks. Carry Stingers or Sidewinders on your wingtips as well.

Damage

If your tail is damaged then reposition your course and activate the autopilot. If an engine is down, stay high up; go low and one missile can knock you out of the sky. When terminally damaged, land and remain stationary for around two minutes and the chances are you'll get rescued.

Tactics

When given a Search-and-Destroy mission, consign your light section directly over the target on the large scale map for the point attack. Accompany your heavy section in search of the moving target, circling two choppers in corresponding directions while you fly direct to the marked area. Ensure your men are armed appropriately! Whenever possible, split up into two groups. So on Search-and-Rescue and Tactical Support missions, send one section to the secondary objective whilst you rally your troops.

Winning

It is possible to win the Congressional Medal of Honour without all the settings on hard, as you may have thought. Set the cockpit switches to Flight – easy, Landing – no crashes, Avoidance – off, Wind – realistic, Visibility – realistic, CM and Enemy quality – crack. Use the other helicopters as shields in order to sustain as little damage as possible and destroying every target in sight as quickly as possible, and success should be yours. Congratulations!

Impossible to win (apparently), but dead pretty with it.

Rebellion is likely to occur in earlier missions if taxes are raised. You'll have to repeat the mission, but it is a chance to gain new agents. The enemy will have inferior weaponry, so if you have chest protection and modifications you can walk straight up to them.

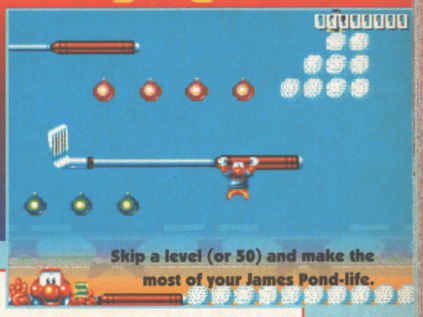
Killing

To deal with any guard in the open: wait well out of range, and use the Long Range Rifle. For guards in the open but not far enough away: if possible, use a car. If not, split the squad and attack from opposing directions, and when the agents are in close, switch to Group mode and move in, shooting as you go. For guards behind closed doors: use high Intelligence and Perception but low Adrenalin, and select Shotguns. Attacking from both sides, get right and burst in. If the guards are too far back then you'll need a different weapon.

ROBOCOD 1200

(Millennium)

They enhanced the backgrounds, they upgraded the colours, they improved the sound, they increased the number of levels and, er, they changed the cheat too. This time you have to type O.S. FRIENDLY on the title screen – pressing M in the game then calls up a menu, from which you just type a number (1-55) for that level.



Skip a level (or 50) and make the most of your James Pond-life.

ACTION REPLAY POKES

Hey! Hey! Hey! Action Replay pokes! (Much, if entirely for space-filling reasons, as we like receiving these things, it might be worth pointing out that we've absolutely no idea of how much use they are. How many people own an Action Replay cartridge? And if you wanted a cheat for a game you can get no further on, surely with minimal knowledge you could work it out yourself rather than wait around for someone else to? Still, every month we are invariably left with a-list-of-Action-Replay-pokes-sized gap to fill each month, so we'll keep on printing the things until someone persuades us to do otherwise.)

Game	Code	Effect
Arabian Nights	06BFBA	Lives
Assassin	085BQE	Lives
Alien^3	036CB1	Lives
Chuck Rock 2	00C899	Lives
Creatures	009F13	Lives
Gunship 2000	0CC713	Inside wing
	0CC729	Outside wing
	0CC73F	Wing tips
	0CBFD3	Inside wing (when Captain)
	0CBFE9	Outside wing (when Captain)
	0CBFFF	Wing tips (when Captain)
Lethal Weapon	09A1D5	Ammo
	09A1C9	Lives
Morph	0492C8	Morphs.

Thanks to Damian McAvoy of Wallsend for those.

Tactics

Commandeer a car by shooting at it, and drive over as many enemies as possible until the car explodes. Use energy shields when there is more than one squad of enemy agents. Head towards one group and the other should mow them down for you. To pick off lone enemies, place one man at the top of a flight of stairs, three facing different directions at the edge and the rest on the roof. You will have a clear shot of the enemy but his shot is greatly impaired. Entice enemies around corners, then toast them with your Flamethrower. Waiting behind doors with a Flamethrower bar-b-queing agents as they open the door is even more malicious. Stash your weapons when moving around a city that has an active police force – this may require you to lower your agents' intelligence to stop them getting their guns out whenever they are startled.

Global domination?

To complete the world tour, head from the UK to Russia and cross over to the top half of North America. Go down from Russia to Australia, proceed from the top of Africa downwards and finally work your way south through America, saving the Atlantic Accelerator for last.

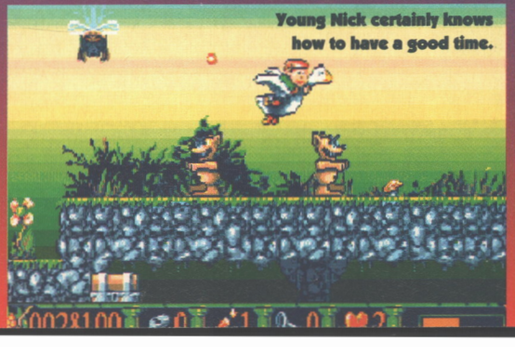
And here's a fresh angle you can also try for the Atlantic Accelerator mission. Arm one cyborg with a V3 chest, legs, arms and heart, three Energy Shields, three Medikits and two Mini-guns and send him in alone. By alternating between energy shields you will be effectively invincible between their re-charges. Wait until he's surrounded by enemies, self-destruct but immediately use a Medikit. You'll be unharmed, while the enemy are reduced to ashes. Repeat as necessary, but try to pick off lone targets, resting your vitality in-between.

NICKY 2

(Microids)

Here are the codes for this unashamedly Gallic platformer, sent in (with minimal irony) from Nicholas Leeds of Hertfordshire:

Level 2 – DRACO
Level 3 – ATIKH
Level 4 – FIRAM
Level 5 – LURNA
Level 6 – PALET
Level 7 – MIURA
Level 8 – SLORY.



Young Nick certainly knows how to have a good time.

DON'T FORGET

Tips don't write themselves, you know. We'd certainly prefer not to rely on it for next issue's Complete Control. So unless you are prepared to find yourself staring at two completely blank blue pages next month, keep on sending in all your tips, cheats, level codes, pokes, mini-guides and anything and everything really to: Complete Control, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW.

Konichi-wa gamesters, it's Cam here, welcoming you to the world's only Anglo-Italian-Oriental graphic adventure. As owners of the game will know, completing the whole thing involves manipulating three characters. People not owning the game don't actually need to know this, and if you don't have *Nippon Safes* and are still reading, may I suggest that you go and read a book or something. Slaughterhouse Five by Kurt Vonnegut is an excellent novel, and I recommend it without reservation.

Okay, so in no particular order, here are tips to get two of the characters started. First up, there's Dino Fagioli, the strong-but-stupid type who gets into all sorts of moronic scrapes. After him is the first bit of Doug Nuts' solution, and coming up right now are the codes needed to get these two characters:

1 Soon after the start, Dino gets locked in the strong room, and to get him out you need to open the the second and fourth boxes from the left.

2 Combining the beans and the statue will result in super beans, and eating them will give Dino special strength, which shows up as an icon. Take the Mona Lisa and the thermometer that are hanging on the wall, then open the first box on the right and break the contents with your special fist. Take out the lighter that's inside and fill it with the alcohol from the thermometer. Next, set fire to the Mona Lisa and hold the burning piece of priceless art history close to the fire detectors in the ceiling.

3 Your next task is to move the statues around, but when you arrange them with the smallest at the left and the tallest at the right, Dino knocks them over and gets fired. Downer.

4 After your chat outside the museum, speak to the taxi driver then go to the Hot Sushi bar. Head left from here until you go past the Imperial residence, then go into the park.

5 Head down until you reach the fountain. Handily, there's a coin in there, so grab it.

6 Go back to the newsstand and buy a ticket for Kinza. Go to Honest Chan's and exchange the lighter for an Allen wrench, and then catch the train.

7 Once out of the subway, go into the tower that's opposite and open the door. The handle comes off in your hand, but if you've got the Allen wrench like I told you to, then you can use that instead.

8 Go up the stairs and have a bit of a chin-wag with the guy who's contemplating bursting his fragile innards over the pavement at the end of a very long drop. Take the hat that's lying on the ground and examine the parcel twice, as you may miss something the first time. Head back down the tower and talk to the Femme Fatale and then wander into the sumo arena and talk to the fight organiser.

9 After this, go back to the subway and use the hat to beg for money in front of the newsstand, which'll give you the dosh to buy a ticket to Subu. Head back to the outside of the museum and take six leaflets from the distributor, and then go to the restaurant behind the park, where you'll be able to hand over a leaflet to get a free tasting.

10 When you eat some beans, you'll get the special strength again and be brawny enough to open the door at the sumo wrestler's place.

You Must Be Nuts!

11 Okay, onto Doug's story then. Once you're out of prison, turn left and go and rummage in the second bin, where you'll find a ring pull. Go to the right of the prison and vandalise the phone with the ring pull to call yourself a taxi.

12 Talk to the taxi driver before and after you've looked at the pendant.

13 Once he's decked you, go into the Hot Sushi bar and show the letter to Dr Ki. Talk to him then Max and Kos, and offer them a beer to find out where the Sumo arena is.

14 Enter the alleyway, go into Doug's house using the key and then open the chest. Take out the monkey wrench, open the pantry and use the wrench to get the magnet out of the radio. Turn on the telly with the remote control, then read the letter in the mail box on your way out. Go back to the museum and talk to the taxi driver then wander off and return again. Strange I know, but this time the pamphlet distributor will be there and you'll be able to get six leaflets off him. Use the wrench on the parking meter to get some cash.

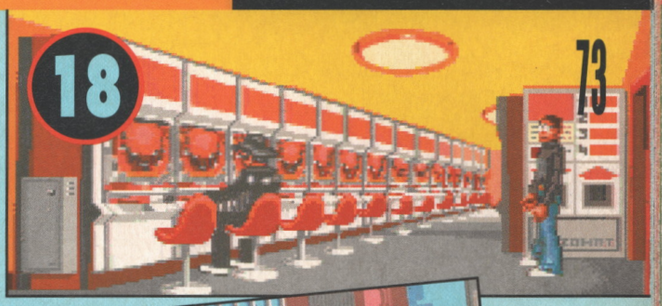
15 Buy a ticket for Kinza and go there on the subway. You'll bump into Dino Fagioli there, so speak to him, and then go back into the subway. Here you should read the sign which will tell you about the Pachinko hall. Swap your wrench for a large pot at Honest Chan's and then head left until you reach the park.

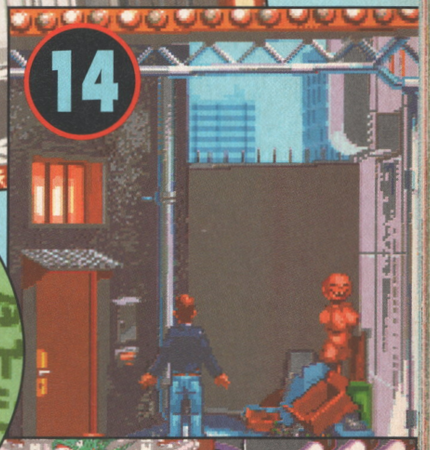
16 Wander into here until you meet two punks, and hand them the red leaflet, which mysteriously prompts them to drop a magazine. Take this to the news vendor and he'll give you some money for it, which is odd, because normally that kind of transaction happens the other way round. Anyway, this gives you enough money to buy a subway ticket for Subu.

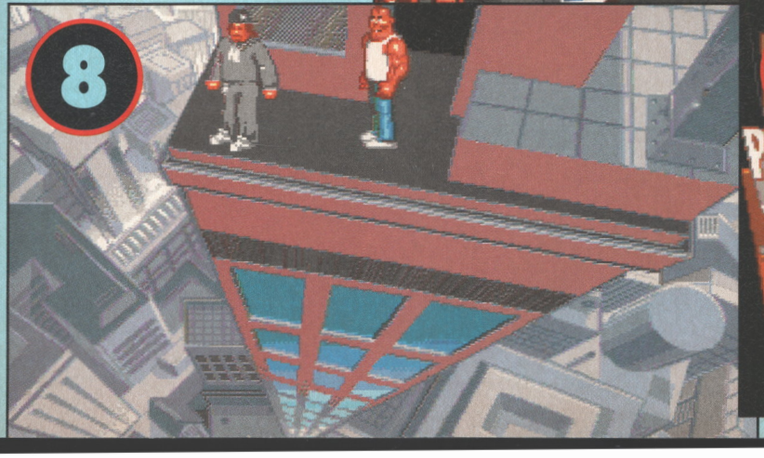
17 Subu's got a Pachinko hall, which is a kind of bizarro Japanese slot machine game involving thousands of tiny ball bearings. Handily, ball bearings are made of steel, so if you use your magnet on the machine, you'll be up to your eyeballs in Yen before you can utter the names of the top five international motorbike manufacturers.

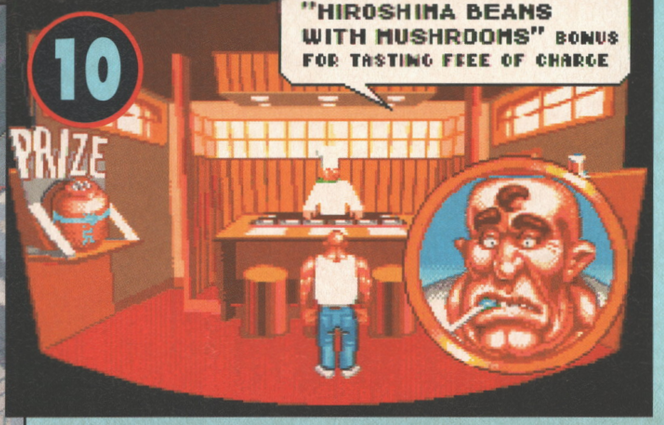
18 Fill the pot up with the cascading torrents of Pachinko balls, then take all the balls and exchange them for cigars from the machine.

Have you worked out what's going on yet? Me neither, but I dare say that things will get clearer in the next thrilling instalment which'll be next month. Probably. ●









ISHAR 2

Ishar 2 has proved to be every bit as successful (and just as tricky) as the original Ishar. So, in order to optimise your doom-laden adventuring, here's Steve McGill with a playing guide that should see you all the way to Zach's Island without too much trouble.

Where Am I? In The Village!

1 It'll be against all of your better instincts, but the first thing that you're going to see after setting out is a woman being murdered by three thugs. At this stage completely disregard the parable of The Good Samaritan, and on no account should you try to sort them out. They're too big and hard. As they say, all good things come to those who wait.

2 Instead, go to the village. Familiarise yourself with and use your map at all times from the 'Act' icon. This helps minimise wasted time and all that unpleasant fantasy-world disorientation.

Anyway, it won't be long until you reach the village. Once there, go to the well at its centre. Turn the crankshaft; you can only do this if you face the well straight on. A character looking suspiciously like ancient French soothsayer Nostradamus will appear from the well. He is Kudsac. Enrol him, take all of his money and then kill him. Do not, repeat do not let him join your merry band. He is as deeply dodgy as Ken 'dodgy' Dodd trying to avoid a tax inspector. In a dodgem car. *(Allegedly. – Ed)*

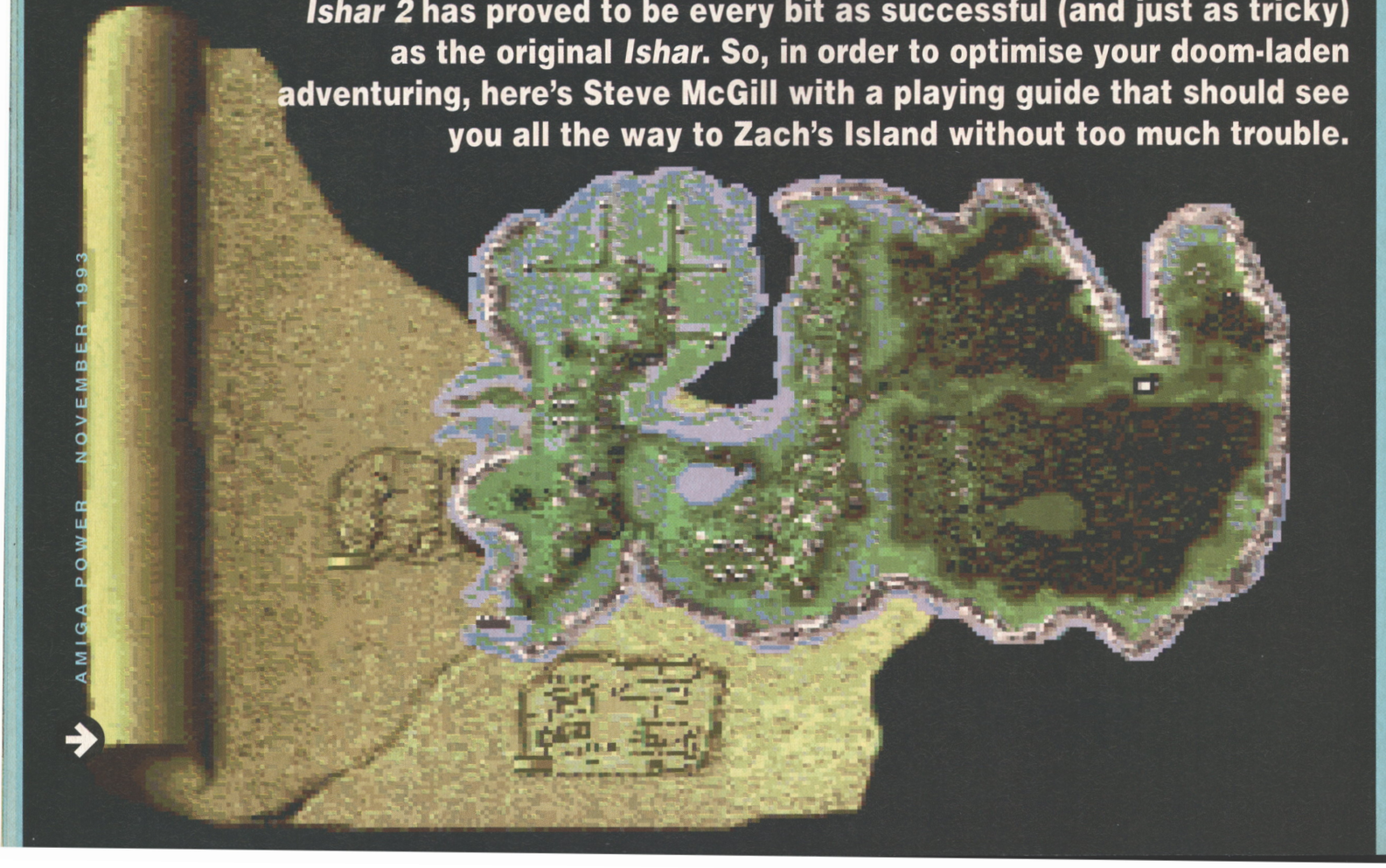
3-4 Done that? Good, now it's time to pay a visit to the village's two taverns. Again, if you find yourself walking around in circles, refer to the map.

Enrol an archer, a warrior, a scholar and a magician. If possible, enrol Eliandr the scholar and Zeloran the magician. An archer is indispensable, as you'll be finding out later on.

5-6 It's also well worth visiting the village's two shops; the armoury and the food store. Top up with a sword, armour, as many arrows as you can carry and energy replenishing food.

Trouble With The Law

7-8 Now to inject a little heat into the adventure. Go down to the harbour in the south-west portion of the map. Your path will be blocked by one of the village chief's guards. He'll probably



ask you for some spare change. Belt him once and once only for his cheek. You should soon get arrested for doing this. Hey, what did you expect? You can't just go round hitting people all the time you know. You're not at school any more.

9 The chief, as with all these RPG-type head honchos, is a sullen fellow whose only interest in life appears to be the fact that his daughter's necklace is missing. This is your chance for a bit of proper adventuring action. Say cheerio and prepare to leave the village...

10-11 Remember those big hard men whom you had to back off from at the start of the adventure? Now's your chance to go back and kick some serious posterior with your swords and arrows. Go down to the stone circles. Before you reach them, though, it's worth saving the game up to this point – just in case anything untoward happens, you understand. As this is your first foray into a melee, it is also worth experimenting with the chessboard formations of your group. In general, keep the weakling scholars and magicians to the rear. Oh, and finally, it's worth noting what the girl has to say as she dies, and don't forget to pick up the pendant which you'll find lying there on the ground.

You'll be tired after the big battle, so eat whatever food you've collected. Return to the village and buy things like shields, helmets and more food. Even bigger fights are in store. No, not in the shop, in the future. You clot.

Fruits Of The Forest

12 The next part isn't strictly relevant to this part of the adventure, but the objects you collect will come in handy later on. Check your map and head east straight through the forest to the other side. If you can, try and travel along the relatively clear area of the woodland. You may have to fight some Orcs, but these guys are easy and should present no problem. Go as far east as you can and then turn north. You will find some black-and-white mushrooms. Pick these up and hold onto them. Further north from the mushrooms' location is a bunch of dandelions. Pick them up too.

13-14 Now for another of those rollicking fist-fights that make role-playing adventures such fun. Go back into the forest and head for the clearing which is easily located on the map. Here, you will come across an ambidextrous giant of an Orc. This guy is your toughest opponent yet. Therefore, without wanting to sound too repetitive, make sure you save your progress before reaching the clearing. This Orc can absorb an immense amount of damage, so take care, and don't go wading in straight away with all weapons flailing – back off and keep hitting him with arrows until you figure it's safe enough for a bit of hand-to-hand.

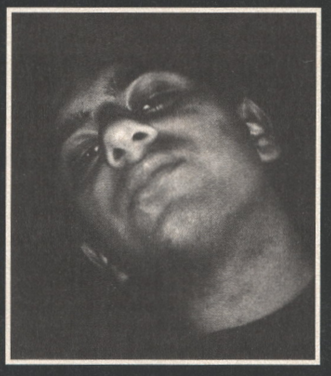
15 You'll notice that the Orc was wearing a necklace. Gobsmackingly, this is the necklace that the village chief has lost. Take it back to him. You have now won his favour. He forgets about the incident with his guard earlier on and allows you access to his boat. You are now ready for the next stage of the adventure. Before heading for the harbour, spend the night in a tavern – eat, drink, sleep and you'll be more than ready for the next day ahead. ●

WITLESS?

Then you need...

THE LAST RESORT

with Rich Pelley



He may look like he's just stuck his head in a photocopier, but take it from us, Rich Pelley knows his games – and knows them well. His job depends on it.

Amiga games can be a bitch at times, but if you're in dire straits then I'm afraid you may well have come to the wrong place. There's no way I am going to hand over advice to anyone who has played a part in inflicting such a crap selection of records on the general public. Everyone else is welcome to write in, of course – in fact, for the thousands of Amiga gamers worldwide who seek or offer advice, sticking a covering note in an envelope and whisking it off to The Last Resort is the usual status quo.

LOOSE ENDS

These readers appear to have dropped their car keys of computer-gaming confidence down the deep storm-drain of despair. Can you possibly call the AA?

Q "I'm stuck in CRUISE FOR A CORPSE: 1. When I speak to the statue of the mermaid in the rear hall, all I get is a strange code – what does this mean, and how do I get past it? And 2. Where is the tool box?"
Robert Cetti, London

Q "Hello. I'm Stuck on ISHAR 2. Hopelessly and completely. And only you can help me. Please. On Akeer's Island, I've drained the sewers and feasted my eyes upon a big room with a corridor leading from it. When I try to head down it, a spirit rises out of the floor and kills me. Weapons or spells seem to do it no harm, so how do I kill it?"
Matt Graham, Taunton

Q "In BAT 2 I can make an appointment with the bank manager and I can find the dead body, but that's about it. A pointer in the right direction would be nice."
Robert Penn, High Wycombe

Q "I am trapped on Level Four of the Research Complex on Bardot 4 in SHADOWORLDS. My progress is hampered when I arrive to either of the three planet surfaces, because all my time is spent trying to avoid a constant barrage of laser shots."
Gareth Bright, Oldham

Q "After following the KGB solution in issue 25, I get back to Voulou, but the game keeps ending because I let the American leave. However, according to your solution, this was the correct thing to do. Are you sure?"
Andrew Whittle, Littlehampton

Q "While playing DEUTEROS I have no silver or platinum so I am unable to build any essential equipment such as R-Frames or Asteroid Mining Attachments. I've tried trading with the Mechanoids but they refuse, and when I build an Orbital Factory around a planet with the respective elements on, such as the moon, there is no R-Frame present."
Andrew Clarke, Manchester

Q "I've tried using the tip in AMIGA POWER 18 concerning Level Two of the Treiadwyl Dungeon of LEGEND to gain access to the south in the room with the damage door, but I still can't get a path to the door."
Anon

Q "I'm also a bit stuck too in the same game (LEGEND). My problem lies in a room on Level Eight of Fagranc. The door to the right seems to be completely immovable, beyond the door to the left is a pillar which reads 'Venture forwards with your rune' and a Paralyse rune on a brown slab, and in front of the floor pressure pad there are 16 magic circles and a chest. If anyone is still with me, then maybe they could help me out."
Laurence Browne, Luton

Q "In HEIMDALL, although I've apparently collected everything on World Two, there is still one door, which I think leads to the Orchard of Iduna, that I can't unlock. How the heck do I open it?"
Steve Jarvis, Rugby

Q "I'm afraid it's EYE OF THE BEHOLDER 2 which is giving me hassle – again. More specifically, my problems are:

1. A note informs me that there are only four horns and they must not fall into the wrong hands, but I have only been able to get my hands the one which I found with the note in the guard barracks or the guard's chambers in the underground level.

2. The note also mentions a seal. I suspect that this is the stone carving of the four winds which you find as you enter the Darkmoon Temple, but again I am not entirely certain about this.

3. To break the seal do I need to blow all four horns? And do I need to do this in any particular order?

4. In the underground level I have come to a door that requires a skull key but I have no idea where it is.

5. And finally I have arrived at a door with a mouth in the cleric's chambers. This door says that none may pass without the mark of Darkmoon. Where is it, and how do I open the door with it?"
Kenneth Shackleton, Cheshire

Q "In the first base of CAPTIVE, when I throw the dynamite into the generators and run out there is a wall blocking my escape so I always get caught in the explosion. Is there another way out? Also, how do I use the camera, laser and sonic packs? Do I require more experience points?"
Rich O'Meara, Ireland

CASES CLOSED

These readers have been, as Mr Kipling would have it, 'exceedingly' helpful in sorting out the more unfortunate among you. We'd send them a cake each only they'd go stale in the post.

MONKEY ISLAND 2

Q "On Part Two I have located the first piece of the map, but when I try to procure the second from the bottom of the cliff with the fishing rod, a seagull always beats me to it. What am I doing wrong?"
Mark Knopfler, So Far Away

A *(You're fired. – Ed)*

HOOK

Q "How do you get the Pirate's uniform? I've tried pinching it from Mrs Sweedles' washing line with the pole."
Sirish Parekh, Preston

A I trust you already own the hat. Knock on Mrs Smeedles' wash-room door but – and this is the trick – swing back on the rope before she opens it. Go back all the way round to round about where the game started (I can't quite remember where – sorry) and you should be able to snatch the jacket with the pole. If you were already doing this, you just need to do it faster!

Q "I have no money to purchase a magnet to get Dr Chop's clock."
Kerem Cetindamar, Leicester

A Try to pick up the pots next to the portcullis on Hook's ship and you will find some gold. This should secure you the magnet from the Pirate tailors that you have been dreaming of.

FLASHBACK

Q "On Section Two I am unable to reach the second platform from the first. I must be doing something quite heftily wrong, but what?"
Martin Lowrie, Co Durham

A Thijs Vissia of Apeldoorn, Holland (should he ever get to read this) was having similar problems. The majority of *Flashback* players will be sniggering behind their anoraks over this one, because your problem is merely lack of comprehension of the controls. By simultaneously pressing then releasing a direction and Fire, Conrad will run and automatically catch hold of a higher floor, including floors which are slightly too high to grab with a running jump. Why the instruction manual was not consulted on this, I think we'd better not ask.

MEGA LO MANIA

Q "I am infuriatingly stuck on Epoch Seven. Can you give me the codes to Epochs Eight and Nine?"
Richard Newman, Berkshire

A "I'll do better than that – I'll offer two codes for each: MMYAFZEZXFD and SOYAECRZXFE for Epoch Eight, and IQUBTYQSPAD and ORUBOVESPAE for Epoch Nine.

WIZKID

Q "How do I do Level Five? Do the secret screens have anything to do with it? How do I gain my legs? And does it lead to Level Six or must I take a different route?"
Glen Turner, Sunderland

A Go to the shop and buy a hidden screen, and lose all of your stars by headbutting the bombs. You'll be sent back to the altar, but you won't lose a life. Use the cross to kill Dracula and a kitten will appear. In answer to your second question, there are no legs in this round, and in answer to the third, it is possible (if ill-advisable) to skip from Level Four.

HEIMDALL

Q *(I'm quoting direct here. – Rich)* "I am having some mager problems with Core design game, and I could do with some hepl. I have completed the first world, were I found Thor's Hammer, but I can not find Frey's Spear in Utgard. I have found the apple and the necklace but I can not locate the ited to give to the yougest sister. I have been trying to find it for nerly a mouth now and it slowly driving me mad could you please please help."
Stephen Palmer, Dorset

A Sounds likes you need rather more help with your English to me, young man. *(Thanks Rich, you're all heart. – Ed)*

LOGICAL

Q "Recently I became the member of AMIGA POWER subscriber family. At present this letter I am writing you since I am not able to finish Level 81 in time due. So I cannot go further. Please let me help with further passwords since with them I can go further with this game."
Marko Davila, Berislaviceva, Croatia

A Okey-dokey. The code for Level 82 is THE SECRETS. And to save you having to write in again, you might also like to try ON THE ROAD, ITS LOGICAL, TOMORROW or FINAL SURPRISE. And if you'd like to take a look at the Construction Kit, enter THE FINAL CUT. *(Well done Rich, that's better. – Ed)*

LURE OF THE TEMPTRESS

Q "My disguise as Selina freed the girl, and I now know that I must find the dragon. But how?"
Scott Hetherington, Inverness

A No issue 19, Scott? Visit Luthern's mum and take the missing herb to Goewin who will mix up the potion necessary for control of the dragon, have a chat with Grub in front of the Magpie, and head off for Weregate... ●

GRAHAM TAYLOR'S SOCCER CHALLENGE

Q Back in May, James Wylie of Somewhereorother was worried that shortly after the start of the season, his players' ratings dropped off alarmingly. Jonathan Davies offered his advice but, even though our expectations weren't high, this proved about as useful as a closed binocular-hire shop on the edge of a nudist beach.

A "To constantly raise player values, train the team as a whole as follows (ceasing training on days you have a game):

Sunday – indoor game and circuit training
Monday – circuit training and outdoor game
Tuesday – rest
Weds – rest
Thursday – outdoor game and skills
Friday – skills and set pieces
Saturday – rest.

Keep to this pattern all year round, arranging a friendly at home once a month on Tuesday or Saturdays when the season ends."
Paul Robson, Preston

LEMMINGS 2

Q How could Michael Allison of Yorkshire get to the crux of Beach Level Seven two issues ago?

A "Having made the second Lemming into a Runner, wait until the first Lemming reaches the slit below and make him a Platformer to block it. Now the majority of the Lems are safe, concentrate on the Runner. Swim him across the lake, bash him through the palm tree, at the peak of the handle appoint him a Jumper and do so again the instant he has rebounded from the metal block. Jump the purple clam, make him a Miner at the first red-striped hut, a Basher when he reaches the level of the sand, a Platformer across the gap, and a Basher through the green bucket to release the others. Appoint the first Lem to reach the can a Basher and watch them trundle home."
Mark Brooks, London

BODY BLOWS

Q Can you defeat Kossak with either Junior or Lo-ray in arcade mode? A Allen of Bristol couldn't – the girl.

A "Hold down fire to throw a fireball at him, then jump-kick him. Immediately preceding this, bend down, kick him, jump away and repeat as necessary. If he attempts his spinning move at you, stay well clear and have a fireball tucked up your sleeve to whip out at the appropriate moment. And be sure to remember to leap back after a sweep kick or you'll be fried."
Who forgot to include their name, eh?

DEUTEROS

Q "What on earth is the Sonic Blaster for?" pondered Khalid Shawwa (and his brother) of Croydon.

A "It is fusion-powered, emits pulses at preset intervals and frequencies, and boasts a power adjuster. But it's not much cop as a weapon. All it does is play music."
Ray Smith, Bletchley

KID GLOVES 2

Q Back in issue 19 Adam Brumhead was stuck on the Mermaid boss. Unless Leicestershire is a lot further away than I always imagined, I've no idea why this reply has taken so long to reach the AP office.

A "World One, Stage Two is your first stop. When you are next to the snowballs, head left before killing them and you'll meet a bear. Kill him and collect the resulting fireballs. Complete the stage, then on the next leap from the ice cube on its initial ascent, go across the branches and kill the snake. Take a running jump onto the ledge, kill the snowball and pocket the critter. Stopping off to kill the fish and take the anchor from World Two Part Two, destruction of the Mermaid boss should prove no problem with a little help from the fireballs and the critters."
John Perry (age 9), Leicestershire

D/GENERATION

Q Phillip Marshall of New Zealand was about this [MIMES SMALL GAP BETWEEN FINGERS] close to completing Mindscape's masterpiece, but the fake Derrida had him stumped.

A "Meet, talk to and touch Derrida. In the screen to the right, walk diagonally right and down, then right and up to exit the Eye screen and rendezvous with the fake Derrida. Talk to him, walk to the top of the cross, exit first this screen, and then the following screen to the right.

The appearance and movement of the glowing man is your cue to hurry left and follow the red arrow path down to the key hole at the bottom left. Touch it when the man is in front of the radar dish to kill him. Return to the glowing man's abode, locate the computer and use the jet-pack to fly away."
Ray Smith, Bletchley

Would you believe it? It seems like hours since I started marshalling together this month's Last Resort, and already we've reached the end. Please make my life worthwhile by sending your 'Questions' or 'Answers' (marked accordingly) to: The Last Resort, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Cheers!

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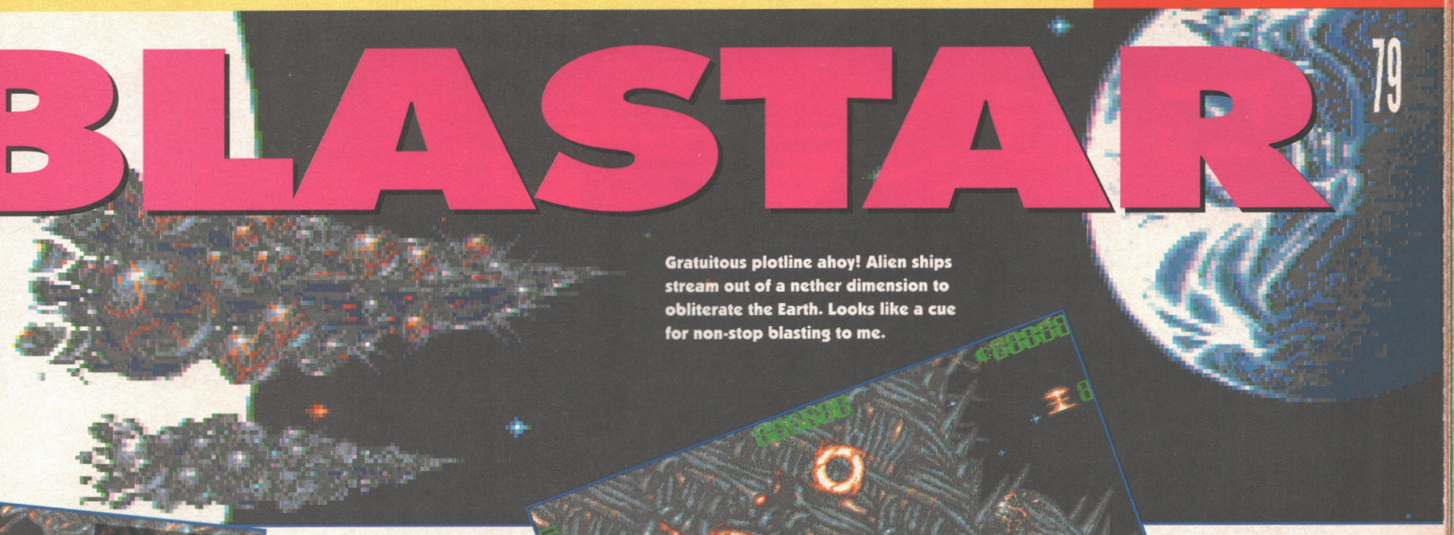
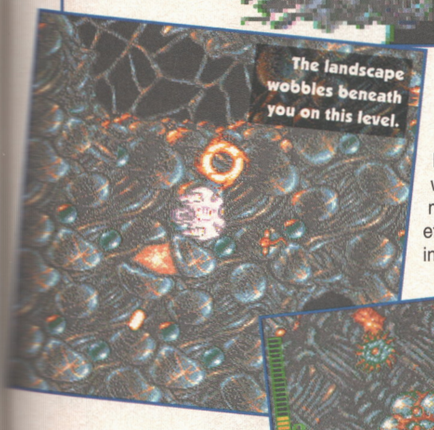


Gratuitous plotline ahoy! Alien ships stream out of a nether dimension to obliterate the Earth. Looks like a cue for non-stop blasting to me.



The landscape wobbles beneath you on this level.

Bang, blam, shoot, explode, kapow, zzap, boom, etc.

Left: You can tell by the scanner that this is a main target...

But it does look like everything else.

Game: Blastar
Publisher: Core
Authors: In house
Price: £25.99
Release: Now

The best shoot-'em-up on the Amiga. Not!

Think of a kit-car Ferrari replica. It's got that rich ruby-red paint job, the badge of a prancing horse on the bonnet, the bucket seats, the fat tyres and even that cute little chrome gate on the gear stick. But under this fantastic exterior lurks an old car, a chassis and engine from some other cheaper, older car. It looks like a Prince Of The Road, but in reality it's just never going to live up to your expectations.

Which brings me neatly round to *Blastar,* which at first seems to have all the prerequisites of a real stunner. It comes from Core, who have a proven track record for bringing out impressive games, it looks great and sounds wonderful, boasting 800K of music and 200K of sound effects. It's even got a groovy intro sequence that's wonderfully filmic and shows the last few moments of your mothership as aliens attack Earth. And then at the last hurdle, you play it and realise that all the flashy graphics and clever programming were in vain since it just isn't any fun.

Blastar's a multi-directionally scrolling shoot-'em-up that follows the typically flimsy plot line of you being Earth's last line of defence, and you having to blast your way through 12 stages to destroy the threat of slimy aliens paddling in the Gulf of Mexico and polluting Covent Garden with their septic xenomorphic filth. You've got the idea, then? Fly round, shoot things, pick up power-ups, kill things, use smart bombs, kill things, and so on.

The high point of this carnage is undoubtedly the amount of thought that's gone into making it look pretty. The scanner in the bottom corner pulses, some of the backgrounds throb and heave like real living tissue, and there are loads of odd creatures that float, run and slither their way towards you. You explode, they explode, everything explodes, but that's what the game's all about.

And the bad side? Well, that's what the rest of the review's about. For a start, the intro sequence is all very pretty and lovely and everything, but once you've seen it a couple of times, then that's it really. Unfortunately, it comes on disk one, as does the 'Start Game' part of the game, and the rest of it comes on disk two, so every time you start a game or get killed, you've got to swap a disk. Wouldn't it have been a much better idea to put the last levels on the intro disk, and the start-up bit on the same disk as the first few levels? I think so.

Major problemo number two is that you've got absolutely no idea where you are. To get off each level, you've got to blow up several ground-based targets, but with the wrap-around playing area, it's very hard to orientate yourself. The scanner's only short-range and gives you no clues as to where the targets are, so you end up flying around at random until the scanner shows you're next to something, which means that for most of the time, you're looking at the scanner rather than the main screen.

This leads to the next problem because you end up getting hit all the time. I thought it might just be me, but everyone else had a go, and found that you get damaged in what seems to be an entirely arbitrary manner. Now if you get killed 'cos you're no good, then fair's fair, but it's another thing to get hit by stuff that keeps unavoidably smacking into you.

What are Core thinking of? Something that's keeping their mind off making proper games, that's for sure. I just hated this one.

● *CAM WINSTANLEY*

"All the prerequisites of a real stunner"

UPPERS Nice graphics, sound and introduction sequence. Yeah, great.

DOWNERS Dull as dishwater, and about as much fun as falling in a smelly old canal. In January.

THE BOTTOM LINE
Insipid shoot-'em-up that fails to even live up to the pretty pictures on the box.

37 PERCENT

THE BOTTOM LINE
A1200
Much as I'd like to say that the gameplay really comes alive on the faster machine, I cannot. Because it would be a massive lie.

In no uncertain terms, the computer tells the operator that all is not well in the ionosphere.

PREMIER MANAGER 2

Join us in the incredible world of Football Management, where all your responsibilities are shown in easy-to-decipher icons.

Game: Premier Manager 2
Publisher: Gremlin
Authors: In house
Price: £25.99
Release: Out now

PROLOGUE: I gazed at the package on my desk. "Have fun, now!" chirruped Stuart, skipping out of the room, as every reviewing instinct told me to run away as quickly as possible.

Right. A football management game, then. *Premier Manager 2* is the sequel to what's widely regarded as just about the best football management game there is. That fact, and Tim Tucker's unquenchable joie de vivre, netted the original *Premier Manager* an unprecedented 80% in AP22. But what's so good about it? And – more to the point – what's so good about the sequel? And is what's good about the sequel better than what's good about the original? And, furthermore, are there things that are good about the sequel that aren't even in the original?

First, the basics. You're the manager of a lowly Conference football club (having initially been torn between Dover Athletic, Woking and Merthyr Tydfil, I eventually plumped for Bath City – ever the patriot), and by managing it in the correct fashion you've got to try to get it promoted to the 'FA Carling Premiership', or whatever they're insisting on calling it these days.

'Managing' involves buying and selling players, choosing team tactics, recruiting trainers and physios, looking after the ground, jiggling finances about, and a host of other responsibilities. And there's football in there too. Each time your team participates in a match you'll be given a blow by blow account of the action – "Brown moves forward", "Smithers shoots", "Ferguson deflects" etc – along with animated sequences on one of those illuminated scoreboard things to illustrate the really exciting bits. It's not quite match highlights in the traditional, stick-men sense, but it's exciting enough, and it'll do. And it's rather amusing to bump the speed up to ultra-fast and watch the match pass in a blur.

"It's rather amusing to bump the speed up to ultra-fast"

There are a few things that make *Premier Manager 2* special. It's accessible, for one thing. Aside from one or two daft clicking-on-obscure-parts-of-pictures bits, it should be possible for anyone with a working knowledge of the football league system to pick the game up and play it. It's also nicely presented. The inevitable lists of numbers are displayed clearly, attractively almost. There's even a fab tune at the start, with samples like "What a lovely bend on that ball!", and "Goal!".

It avoids over-complicating things, providing enough to make an absorbing game without going into tedious detail. And it's fast. Some football management games lock up for whole minutes at a time while they do their sums; with this you're barely aware it's doing any.

If you've already played the original, don't expect any surprises. *Premier Manager 2* is more of an update than an all-new product, and you'd have to be alarmingly serious about the game to want to own both.

Oh, and look out if you're part of a football management-loving gang of chums – the original's four-player option has been reduced to a still-optimistic two-player one.

EPILOGUE: "Well, I suppose that wasn't too painful," I admitted grudgingly, as I handed the three disks (hard drive installable, mark you) back to Stuart. "But if it's okay by you, I won't be reviewing any more football management games for AMIGA POWER." Stuart smiled knowingly.

● *JONATHAN DAVIES*

PREMIER MANAGER 2

Football games, eh? Some folk can't get enough of them.

UPPERS Slick, fast, friendly and nice to look at. The worrying number of people who've been craving a sequel to *Premier Manager* can feel justly, erm, something or other.

DOWNERS No proper match highlights. And, if you've yet to get down to the football management beat, even this treat is unlikely to tempt you onto the dancefloor.

THE BOTTOM LINE

One of the Amiga's best football management games just got a whole lot better! *(Steady on, JD. – Ed)*

79 PERCENT

THE BOTTOM LINE

A1200

You're expecting me to say "It's pretty much the same", aren't you? Well, you're right.

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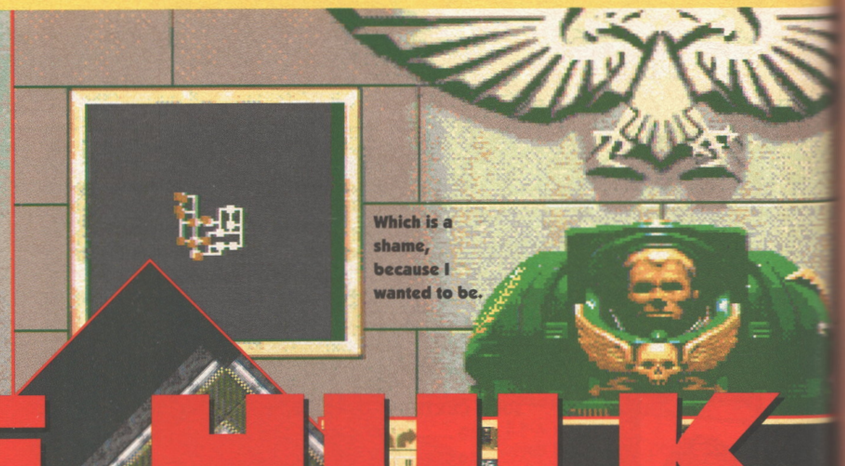
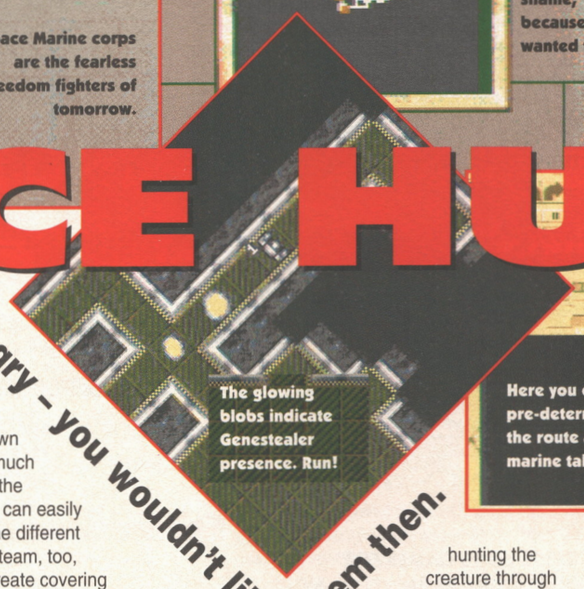


Which is a shame, because I wanted to be.

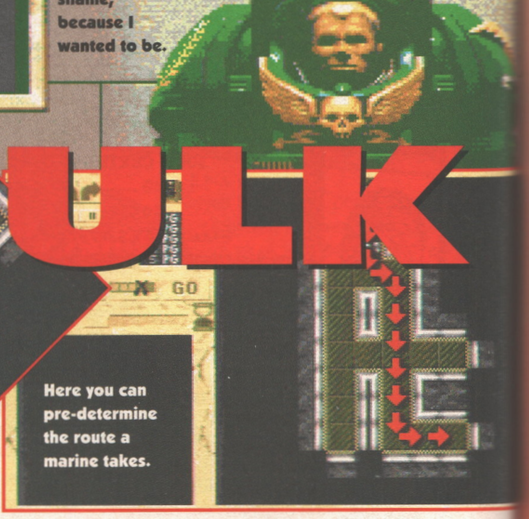
SPACE HULK

Don't make these aliens

Game: Space Hulk
Publisher: Electronic Arts
Authors: In house
Price: £24.99
Release: Out now



The glowing blobs indicate Genestealer presence. Run!



Here you can pre-determine the route a marine takes.

angry – you wouldn't like them then.

Some things demand to be ripped off. Not ripped off like Robert Maxwell's pensioners, I mean copied artistically. For example, James Brown must have known that he couldn't get away with being so funky without a few thousand other people thinking, "I'd love to sound like that." One of the most emulated ideas of recent times has to be Aliens. Everything from TV ads to, er, computer games have taken a page out of that book *(But it's a film. – Ed)* and created their very own Aliens scenario.

Space Hulk has got 'Aliens' written all over it. The basic plot involves a group of Space Marines (like Ripley and co) fighting a host of alien creatures known as Genestealers (God knows what they do with all those Levis), who inhabit derelict spacecraft. The Genestealers look so similar to Giger's exo-skeletal nightmares, you'd be forgiven for thinking the whole idea had been ripped off wholesale. Because you'd be absolutely right.

Space Hulk isn't the first game to put the Aliens idea onto the Amiga. Ignoring the obvious *Alien 3* (when it eventually comes out), *Alien Breed* springs to mind, and indeed *Space Hulk* is very much a mixture between Team 17's overhead view shoot-'em-up and *Dungeon Master* – with a few of its own ideas thrown in too.

"Space Hulk has got 'Aliens' written all over it"

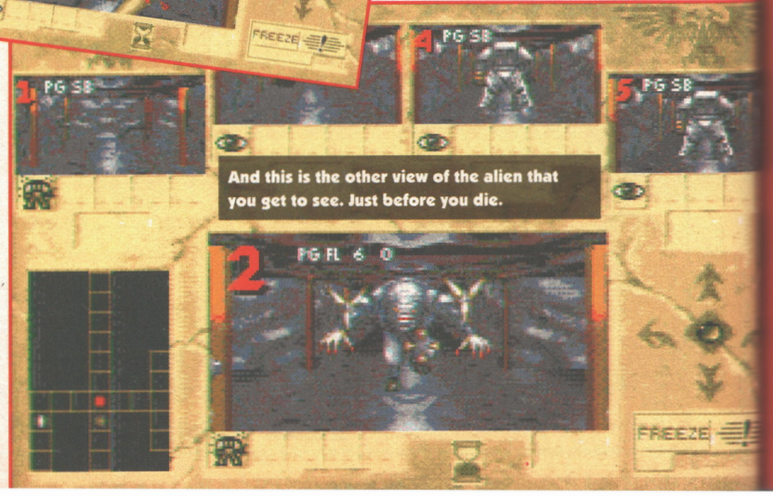
You control teams of special Space Marines known as Terminators (another familiar phrase) engaged in the endless task of defeating the Genestealers. The main view screen offers the *Dungeon-Master*-type view point, and you control your troops moving down corridors in very much the same way as the classic RPG. You can easily switch between the different members of your team, too, enabling you to create covering situations and so on.

The trouble is, Genestealers move very quickly, much quicker than your cumbersome Terminators, and if your only control was the "ambling along corridors" variety, the whole team would be dead within minutes. Instead you need to go to the Planning Screen, where you can determine the paths of all the different Terminators in your group and set them all off at once. For this you utilise the Freeze Time option, which gives you a limited amount of time in which to plan your assault. When you're not freezing time, you really are working against the clock, as the blighters often storm you before you can say "Sigourney Weaver".

The crux of play, then, is a sort of strategy combat game. Get your troops into the most effective positions against the alien threat, set time back to normal and do battle. You can leave your troops to fight it out, but they don't last very long without your help, so you're constantly skipping back to the main view screen to fight. This makes the action very start-stop, as you constantly flit between real time, frozen time, planning stages and main views. As such, it works very well. The atmosphere is highly-charged tension, very like that scene in Alien where they're hunting the creature through the ship. The music and sound enhance this superbly, and you're soon caught in the spell.

What lets it down is the lack of variety. You never see any other aliens apart from the Genestealers, which puts it behind even the archaic (but still great) *Dungeon Master* for diversity. There are other assignments, like retrieving objects from the hulks, but you're still subjected to lots of very similar looking interiors, and the odd flash of Genestealers either tearing you to pieces (it happens a lot) or going up in flames. *Space Hulk* is a game to get seriously involved in, but you shouldn't expect many too surprises.

● *TIM TUCKER*



UPPERS Superb sense of atmosphere, excellent strategy elements, great sound. It's very large too, with over forty missions to accomplish.

DOWNERS Too much of the same, with not even any variable alien life forms to face (well not as far as I've been, anyway). Also, disk swapping; the three disks enjoy a good deal of drive hopping during a session.

THE BOTTOM LINE
Space Hulk takes a lot of elements from other sources, but still retains its own identity. Once you're into it, you're hooked, but you may find yourself losing interest just as quickly.

76 PERCENT

THE BOTTOM LINE
A1200 Works absolutely fine on the 1200 with no hassle, and scrolling around the map is improved too.

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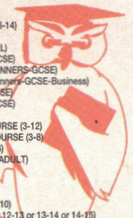

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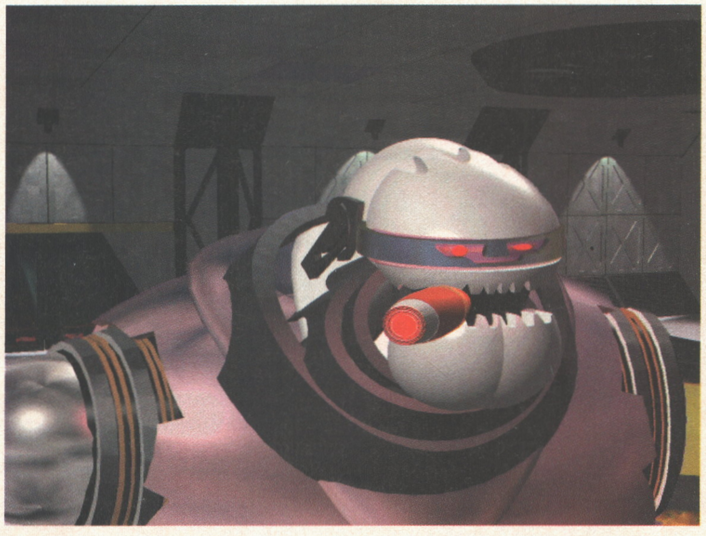

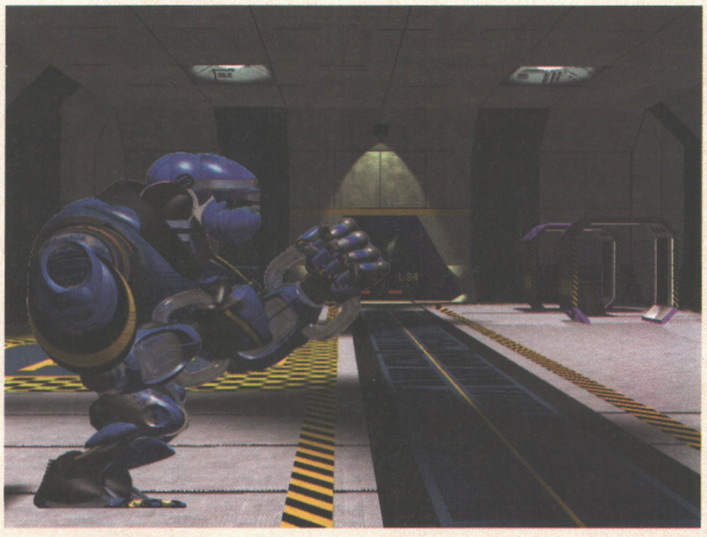

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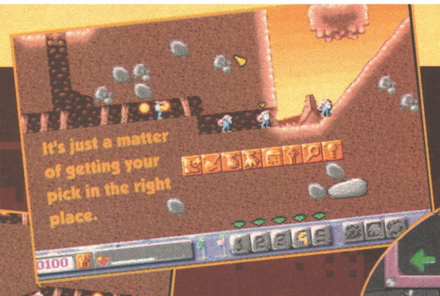
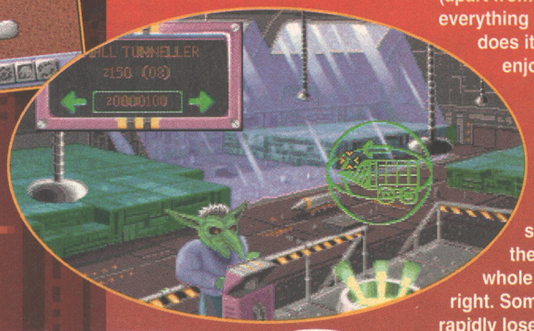


I'm a troll, roll-de-ol and I want you for my supper. Yum!



DIGGERS

Subterranean? Homesick? The CD32 classic hits the A1200.

Game: Diggers A1200
Publisher: Millennium
Author: Toby Simpson
Price: £34.99
Release: Out now

For many a long month now I've been dreading something like this happening. You know how you sometimes see a game and you think "This is a really worthy game but, to be absolutely honest, I don't really like it"? You can see that it's quite a clever idea and it's been very well put together and all that but somehow it just doesn't grab you. It happens to me a lot. A lot of things happen to me a lot, though, so I suppose I'm just unlucky like that. I just hoped they wouldn't happen to me when I was trying to review a game.

Diggers... blah blah... CD32... blah... bundle... blah blah – you probably know the story by now. You control a party of small digging chaps who, er, dig. They dig in search of mineral wealth and, should their digging exploits prove successful, they make huge profits and you win. You have independent control over each of a party of five of the little chaps and you can tell them to walk or to dig in any direction. They carry on doing whatever you tell them to do until, (a) they hit an obstacle, (b) they get bored, or (c) something else happens.

Diggers from others races try to beat up your diggers should they happen upon them. And that's it. Pretty much.

Apart from the 'music'. Have you ever played around with a tape recorder? You know that weird wowing noise you get when you wind it by hand? It sounds quite amusing, doesn't it? At first. But the appeal dwindles after about, say, a couple of minutes. After three hours you feel like Harry Palmer in The Ipcress File and you're ready to do anything anyone tells you – JUST MAKE THAT AWFUL NOISE STOP.

A bit negative so far, isn't it? And that's what's been giving me traumas. In just about every respect (apart from the 'music') *Diggers* does everything a good game should do and does it jolly well. So why didn't I enjoy it? What's wrong with it?

As far as I can make out, there's nothing actually wrong with it, except that it's not, actually, fun to play. I spoke to a number of 'actual experts' on the subject and we agreed that there was something about the whole experience that wasn't quite right. Something about the way you rapidly lose track of at least two of your party and find that they've been vapourised while you weren't looking annoyed us a little. Then there was the way you could play merrily for an hour and a half with your remaining three diggers, amassing wealth, buying mining equipment, and generally having an absorbing time of it, only to find that, without any prior warning, the computer's diggers have won. No warning, no clues, no 'by your leave' – you've lost, mate, off you go. We didn't think that was fun.

And that brings us to the inevitable last two paragraphs where I search valiantly for a final mark and some way of justifying it to you, The Reader. Let's examine the evidence. There's a game here with almost everything we look for in a Good Game. It's even been improved over the CD32 version, with some of the more annoying quirks that we complained about ironed out, although you lose four of the 32 worlds. The sound's vile, but you can't have everything.

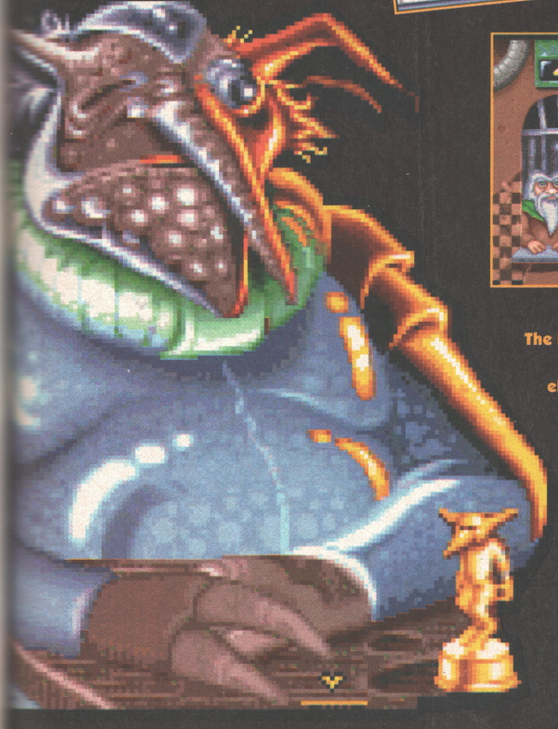
"It's not, actually, fun to play"

But there was something not quite right about the whole thing. I didn't really feel as if I'd had a good time playing it and I don't think I'd play it again.

But it seemed like it should have been such a good game. Damn, that's three closing paragraphs and I said I was only going to do two.

● *TIM NORRIS*

One Digger looks pretty much like another, to the untrained eye.



It's kinda, like pretty conceptual. Huh?

And, tonight on Blind Date...

The little house was at the mercy of the elements. Ahhhhh!

So why isn't this thing making a noise?

UPPERS It's an extremely well-crafted game that looks and plays extremely, er, well. A1200

DOWNERS I didn't enjoy it. Sorry.

THE BOTTOM LINE

Somewhere there's a rest home for game reviewers who have been sent dribbling mad bonkers by having to find a way of being fair to a game that they think is terribly worthy and has everything a good game should have, but which, in the end, didn't really grab them, or anyone they know. I'm off there now.

72 PERCENT

AP

BUDGET

Basically what these pages seem to be suggesting is that, if you wait long enough, you can pick up pretty much any game you want for around a tenner. Eventually. And we are the grocers who mark on their 'sell-by' dates.

HARD DRIVIN' 2

Publisher: Hit Squad
Authors: Domark
Price: £9.99
Release: Out now

The box quotes to *Hard Drivin' 2* reckons that it's a "first-rate" and "wonderful, skilful game" which makes you think that the game's going to make your pants explode or, at the very least, give you an extremely heavy nosebleed. Unfortunately, playing it reveals that both these quotes are somewhat off the mark. Rather than being a proper sequel, the game's a debugged version of the original (we're informed that the cars no longer appear through the hills) and has a track editor bolted onto it, so you can create and save your own fiendish routes.

It's a pretty straight conversion of the arcade game, with the track splitting into a speed course and a stunt track, and you racing round against the clock trying to reach checkpoints. The stunt track features a bridge that rises and lowers and a loop-the-loop, whereas the speed course requires you to simply stay on the track and avoid the oncoming traffic and attractive wooden red farm-houses along the route.

Create your own pile-up with the minimum of fuss.

While it does look a lot like the arcade version, it's so slow on a regular machine that it's unplayable, and although it speeds along at a cracking pace on the A1200, the handling is so sensitive that I ended up swinging wildly from one side of the road to the other every time I tried to steer. The main difference between this and the arcade version is that it's not really any fun to play. Shame that.

● *CAM WINSTANLEY*

THE BOTTOM LINE

On the A1200 it's almost the same as the arcade version, but without the gearstick and pneumatic feedback steering wheel, it's all a bit lacklustre really. If you're a big fan you're going to like the course designer, but if you really want a great 3D racing game with crashes, you'd be completely daft not to buy the excellent *Stunt Car Racer* instead of this.

44 PERCENT

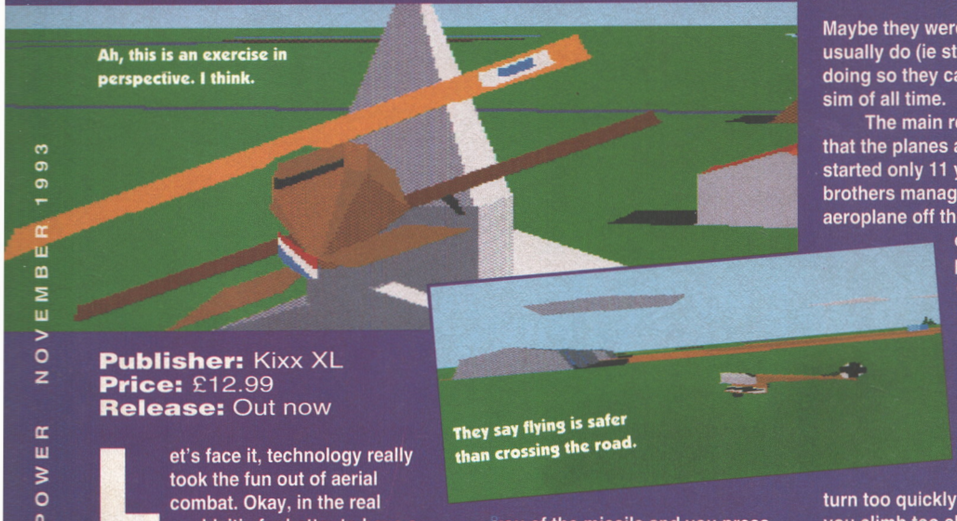
SHADOWLANDS

Publisher: Hit Squad
Price: £9.99
Release: Out now

"Haven't we already reviewed this on budget?" I whined as this was dropped onto my desk. "I'm sure the late, great Tim Tucker did this a few issues before his unfortunate death and subsequent black-magic resurrection." Entering the hermetically-sealed, bomb-proof AP back issues vault, it turned out that I was in fact wrong (so no change there) and the game I'd been thinking about was *Legend,* which featured in issue 26.

It was an easy mistake to make, since both games involve running round dungeons looking for axe-fodder, both games have four fantasy characters to control and both use a point-and-click movement system on an isometric 3D playing area. However, whereas *Legend* is the prequel to the popular *Worlds Of Legend, Shadowlands* is the forefather of the excellent *Shadoworlds,* which covers

KNIGHTS OF THE SKY


Ah, this is an exercise in perspective. I think.

They say flying is safer than crossing the road.

Publisher: Kixx XL
Price: £12.99
Release: Out now

Let's face it, technology really took the fun out of aerial combat. Okay, in the real world, it's far better to have a plane that can do Mach 2 60 feet off the ground, drop a 1000lb bomb, evade heat-seeking missiles and then take out two jets with Sidewinders from 20 miles away, but on a computer screen, how does this look? I'll tell you: The ground blurs past you, a head-up display marks the target, a panel warns you of the missile and you press the fire button when you see two dots surrounded by diamonds. It may all be terribly accurate, but it ain't much fun.

I don't supposed they realised it at the time, but when MicroProse came up with *Knights Of The Sky,* they were distilling all the fun bits of flight sims into a single, thrill-packed product. Maybe they were just doing what they usually do (ie strive for realism) but in doing so they came up with my fave sim of all time.

The main reason it's so good is that the planes are so crap. WW1 started only 11 years after the Wright brothers managed to get the first aeroplane off the ground, so the state-of-the-art technology in planes consisted of lots of wood, string and canvas. This was of course a very Bad Thing for pilots, who had ridiculously short life expectancies as a result, but it's absolutely great for game players. If you turn too quickly, the planes side-slip, if you climb too sharply, the plane stalls, so you actually need some skill to fly the hunk of junk.

Armed only with machine guns, you have to get up close to your enemy, which means that you can appreciate the wonderful detail that's gone into air and ground targets, and rather than seeing anything for a fleeting second (as in jet sims) you can marvel at each enemy. And then kill them. Flying low over towns, you can see churches, buildings and road traffic, and you're going so slow that you've got time to take it all in.

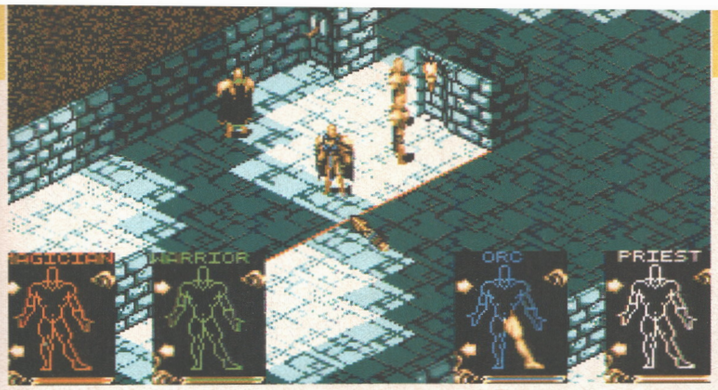
The planes are so slow that you're always near your enemy, dogfighting requires real skill (whereas firing missiles doesn't) and there's always the chance that your pathetically underpowered plane's just going to drop out of the sky. As well as all this, you can watch the action from all the usual outside views, work your way through some campaigns, and even link up two Amigas and blast away at your friends. If you've got this and *Gunship 2000,* then I reckon you've got all the flight sims you need. Buy it – it's cheap and everything.

● *CAM WINSTANLEY*

THE BOTTOM LINE

It may not be the fastest, smoothest or most technically impressive Amiga flight sim, but in my opinion it's the best. The gameplay's perfect, keeping your plane in the air is a struggle in itself, and the slowness of the plane just lets you appreciate the scenery more. Dogfighting at its finest.

92 PERCENT



Garn! You can't tell the orcs from the priests these days. Now, when I was a lad...

pretty much the same ground, only the setting's in a space station.

It's a fairly standard dungeon romp, but with a really natty control system that involves clicking on different limbs for different tasks, so you click on the head and then an object to look at something, an arm and then a baddie to fight him, and so on. You wander round killing people, picking up clues and generally being a stereotypical fantasy character until, well, until you get to the end, I suppose.

The gimmick that occasionally adds to the gameplay is the realistic lighting effects, which create pools of light around each light source. Some puzzles require you to light certain areas, and loads of handy objects aren't visible until you light the room. It's all very clever and moody, and works surprisingly well, even though it's a tad blocky. There's nothing particularly original in all of this, but at the same time there's very little you can find to complain about either. Top fantasy fun all round, if you ask me.

● *CAM WINSTANLEY*

THE BOTTOM LINE

It's moody, atmospheric and claustrophobic – despite its clunky graphics, blocky lighting and dodgy scrolling rather than because of them – and looks a tad dated compared to the similar but much better sequel *Shadoworlds.* However, it's still a great adventure with one of the friendliest player interfaces I've ever seen on an RPG.

80 PERCENT

GRAND PRIX CIRCUIT

Publisher: Hit Squad
Price: £9.99
Release: Out now

"An awesome racing experience..." proclaims the quote on the front of the box. A quick flick through the now-legendary AP dictionary reveals one of the definitions of 'awesome' to be 'dreadful', which is altogether a far more appropriate usage of the English language for this descent from the present.

Apparently this grand-daddy of Formula One racing offers a world of high-tech, high-speed, incomparably glamorous excitement. Actually, it's about as exciting as Nigel Mansell explaining his golfing handicap while speaking into the wrong camera. Oh well.

Grand Prix Circuit harks back to the days when all you needed to sell an Amiga game was to have more colours, better sound and a faster screen update than the Commodore 64. Unfortunately, though, *GPC* can't even manage these minimal requirements. This wouldn't be too much of a handicap if the car felt like a car should, but again, expectations are cruelly dashed.

Rather than righting itself, the car slews around the road until the joystick driver corrects the lurch, effectively ruining any chance you thought you had of driving in a straight line. If you drove in this manner in real life, Formula One car or not, it wouldn't be long until you encountered a uniformed gentleman driving a nice white vehicle with a pretty blue light on top requesting you to blow into a little plastic bag.

GPC showed its age in 1988 before it was even released. Yes it is a grand-daddy of the genre, but this grand-daddy should have been locked up in a secure rest-home a long time ago. Top Tip: save the tenner *GPC* would fleece you of and put it toward *Formula One Grand Prix* from Microprose. It's worth it.

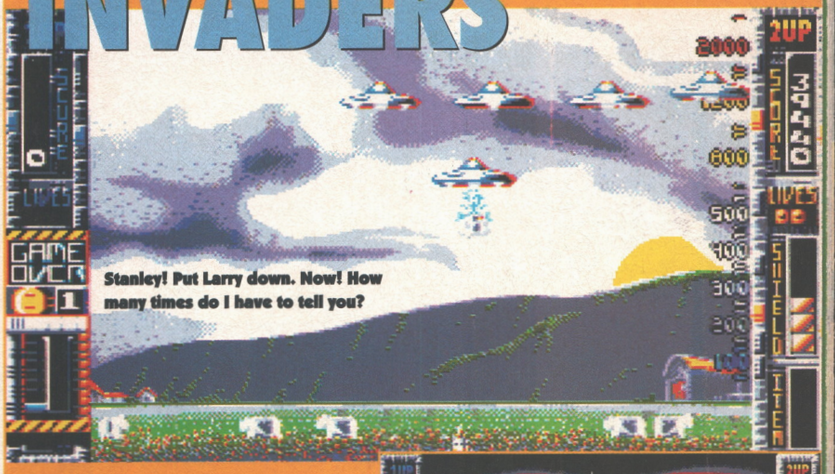
● *STEVE McGILL*

THE BOTTOM LINE

Grand Prix Circuit suffers from negligible sound, limited screen colours, poor frame update and dreadful handling. Apart from that, it's pretty terrible.

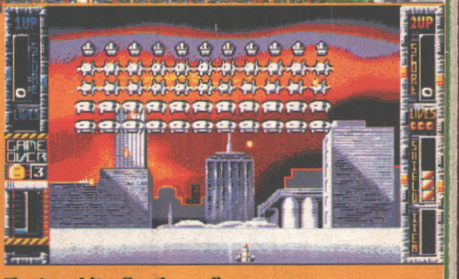
24 PERCENT

SUPER SPACE INVADERS



Publisher: The Hit Squad
Price: £9.99
Release: Out now

Space Invaders, eh? Where would we all be without *Space Invaders? Space Invaders, Space Invaders, Space Invaders.* But that's enough nostalgia. The best thing about *Space Invaders* is that we don't have to play it any more, because if we want a nostalgic thrill we can get all the atmosphere of *Space Invaders* in a far better game, the brilliant arcade sequel. *Super Space Invaders* (the coin-op) is a fast, pretty, action-packed blast with all the feel of its grandparent but a truckload of '90s-style gameplay dropped in on top (like *Smash TV* or *Strike Force,* which we've ascertained since last month is the real name of Midway's *Defender 3,* as seen in *Overkill),* and it's great. However, *Super Space Invaders* (the Amiga game) is, er, *Space Invaders. Space Invaders, Space Invaders, Space Invaders.*



They're a bit sulky, these aliens. Anybody'd think they were hard done by.

How many you got today, Stan? Just two? Well, we are going to have to try harder.

What went wrong here? It's not like *SSI* is the most technically demanding arcade game ever written – the sprites are mostly pretty titchy, they don't do anything particularly clever like spin round or zoom in and out of the screen, there aren't particularly many of them (not compared to *Smash TV,* or *Overkill,* or even PD games like *Microbes).* So how come this game is so horrifically, unplayably slow? How come it looks so totally poxy? How come it doesn't even recognise a second disk drive? I can't believe there was too little memory left to check, (which is the usual, pathetic excuse), not in *Space Invaders.* (And I didn't have the heart to dock *SSI* the usual 10% for this dismally common flaw – it would have been like kicking a cripple.) These and other flaws mean that in play, Amiga *SSI* is uncannily like playing the original *Space Invaders,* which somewhat defeats the object of the exercise.

It's a shame, because the programmers are obviously talented enough (as can be seen in the nifty little intro animations and the large chunks of code they devote to introducing themselves in the demo sequence), but they clearly didn't bother their backsides when they were writing this.

● *STUART CAMPBELL*

THE BOTTOM LINE

Probably the Amiga's worst coin-op conversion ever, and a godawful game in its own right. Heads should have rolled for it – this re-release only adds insult to injury.

14 PERCENT

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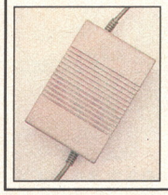

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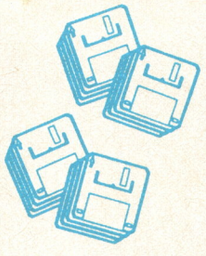

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Access

THE IMMORTAL

Publisher: Hit Squad
Price: £9.99
Release: Out now

The one thing that's fairly obvious about all the characters in *The Immortal* is that their grip on life is a lot more tenuous than the name suggests. They know that they're nothing more than an eternal soul in a fragile package of fluids and soft tissues simply because at every twist and turn, there are examples of organs, tubes and other assorted viscera lying around all over the place.

The Immortal's the sort of graphically violent adventure game that would cause (yet) another campaign against computer games if Mary Whitehouse or one of her clones ever became aware of its existence. You control a wizardy-type character on a quest to free your elderly teacher Mordamir from an uncertain fate. Seeing as your character's no spring chicken, we can only assume that Mordamir's a truly elderly duffer, which translates as 'a wise and most powerful one' in adventure speak, rather than 'he who drools and wets the bed' as he'd be known these days.

The manual claims you can "become immortal for 20 seconds". Yeah, right.

Through a series of rooms presented in isometric 3D and message boxes, you progress through seven levels of quality dungeon romping. You meet people, pick up things, and commit some hideously explicit violence upon all manner of baddies before completing your quest. Although there's a simple combat system with a handful of moves, the emphasis of the game's on puzzle solving, and here's the rub. Once you've done it, then that's it really, there's little reason to go back and play it again, and not enough options for you to try alternative routes. It's limited, but as it's on budget, the price still matches up with the entertainment.

● *CAM WINSTANLEY*

THE BOTTOM LINE
Challenging and impressive visually, *The Immortal* loses most of its marks by being too linear, so once you've done it, I can't see you going back for more. It's great fun while it lasts, though, and the amount of thought that's gone into the gory deaths is almost scary.

76 PERCENT

QWAK

Publisher: Team 17
Price: £12.99
Release: Out now

Now here's a funny thing – a brand-new budget release from Team 17, almost unheralded, technically simplistic, no scrolling of any kind, and touted as the new *Bubble Bobble.* Caught me out, anyway.

Qwak is a platform collect-'em-up, very much in the style of the aforementioned Taito coin-op classic. You're a little duck (or if you've got a friend, two little ducks) *(House! – Ed)*, and you flap around dozens of single-screen, er, screens collecting keys and fruit, as is usually the way with this sort of thing. It's unnervingly frantic, with lots and lots of little sprites zinging about all over the place in an initially confusing manner, but once you've been playing for a few minutes things begin to settle down a bit perception-wise and you can work out what's going on. Assuming that there's only the one of you, that is – with two players on at once, it's all a frenzied blur of activity as you race each other to grab all the goodies.

Not only that, though, but the two-player mode also features elements of the veteran coin-op *Joust,* in that you get different kinds of screens – ones in which you have to co-operate with the other player, ones in which you can shoot each other and have to battle for power-ups and so on. (Well, when I say 'and so on', what I actually mean is 'and that's it', but it sounds better the first way.)

Qwak is, as billed, less than astounding from a technical point of view. The graphics, to be honest, aren't much above PD standard, and for a cutesy arcade game the colours are horribly wishy-washy. Sound is good, though, with endearingly annoying tunes and intelligent use of jingles when 'special' things happen, and disk accessing, joyfully, is almost completely absent – you can zip through this game just as fast as you like, with no tedious hanging about looking at 'Loading... Please Wait' messages or watching bonus counts between screens. It's user-friendly to the nth degree, and it's about time something was.

It's full of nice touches, too, like the way the expiry of your time limit doesn't result in instant death, but instead in a rain of spiky cogs which still give you a chance of getting to the exit, or the hidden bonuses like the 'Peacefully done' 10,000 points you get if you complete a screen without shooting any of the baddies. Also, the stages within each of the eight levels come in random order (and sometimes get flipped around horizontally), so you don't have to get bored looking at exactly all the same screens if you get stuck on one particular stage all the time. There are so many little things like this scattered around in *Qwak,* in fact, that it could almost have been written by the same people who brought you *Bubble Bobble, Rainbow Islands* and *Parasol Stars,* and that's just about the highest recommendation I can think of. (I'm sorry, I'll try to think of a higher one next month, okay?)

● *STUART CAMPBELL*

THE BOTTOM LINE
The obvious next successor to *Bubble Bobble,* this is an unfailingly cute and busy arcade platformer and it's a load of fun, in both one-player and in two-player modes. The more I play it, the more I like it. And that's a good thing.

88 PERCENT

90

HUCKLEBERRY HOUND IN HOLLYWOOD CAPERS

Publisher: Alternative
Price: £9.99
Release: Out now

Lord, can you hear me? I seek enlightenment. I seek knowledge, and teachings in the way of the word. I seek to discover what the bloody hell's going on in the world when someone thinks they can get away with releasing a gargantuan pile of utter, utter crap like this as an Amiga game in 1993. I seek to find out what was going through the minds of Quex Development Limited when they thought "Right then, that'll do" and sent *Huckleberry Hound In Hollywood Capers* off to Alternative with a covering note saying "It's finished, send us our money now." I'd like to know exactly how long they spent working out the insulting excuse for a plot. I'd quite like to be told exactly how the 'Hollywood Capers' of the title relate to the platforms-against-a-wibbly-green-and-black-background that comprise the game's graphics. I'd be quite pleased to learn if the programmers had any tricky moments drawing the total of four different frames required for Huck to walk and jump in two directions. I wouldn't mind asking someone in the know if this was really knocked up in 20 minutes one rainy Wednesday afternoon by a six-year-old with a copy of *Totally Useless Platform Game Construction Kit,* as it appears to have been. I'd like to know if Alternative can sleep at nights, thinking about some little kid who's just forked out £10 of his hard-saved pocket money because he likes Huckleberry Hound, only to have been landed with this unforgiveable, unimaginable, inexplicable, inexcusable, unbearable garbage. Most of all, I'd like to know why, lord? Why?

● *STUART CAMPBELL*

It's dark, it's probably damp and there are no palm trees.

Got it! It must be a film set for Siegfried and these are all little Niebulungs working away in the earth's bowels.

THE BOTTOM LINE
The worst pile of dog's crap inflicted on Amiga owners since *Edd The Duck 2.* Much, much worse than it looks, and you can see how it looks.

5 PERCENT

CRYSTAL KINGDOM DIZZY

Publisher: Codemasters
Price: £9.99
Release: November

The world seems to be divided into two groups when it comes to this Dizzy chap. There are those who have never been able to see the attraction of the objectionable ovum and loathe him with a passion bordering on the psychotic. Then there are those who think he's the best game character ever devised and who, when sufficiently provoked, will threaten to inflict actual physical harm upon the first group. In my usual wishy-washy way, I hop from group to group depending on my mood and the particular *Dizzy* game I'm looking at at the time.

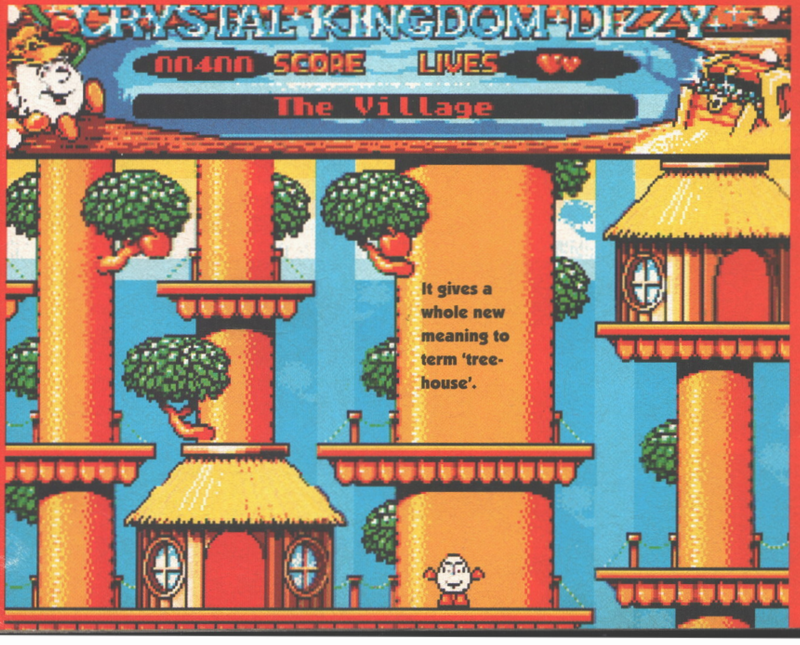
If you've missed out entirely on the *Dizzy* phenomenon, please allow me to explain. Dizzy is an egg. He has arms and legs (and boxing gloves). He has a girlfriend. The girlfriend keeps getting kidnapped. Dizzy keeps rescuing her. In order to do this, he must negotiate platforms in a platform-game style. But he must also collect objects and use them to solve puzzles. The puzzles are never complex. There are currently 3,726 different *Dizzy* games on the market.

Crystal Kingdom Dizzy is the sort of game that makes me wonder how I could ever have had any patience for the be-limbed egg. It's not very much fun at all. Although it has, at least, managed to vary the 'kidnapped girlfriend' format by using, instead, the much more original 'stolen magical treasure and kingdom in peril' excuse for a plot.

There's a lot of trudging about and picking things up and carting them about the place in a tedious sort of way and you rapidly wonder why you bothered – it somehow doesn't seem to have the appeal of some of the earlier *Dizzy* outings.

There's a school of thought that says the *Dizzy* games are designed for 'younger players' and that the simplicity of the puzzles has been tailored to their limited cognitive powers. So, if your cognitive powers are limited, you'll find the solving of these puzzles quite a rewarding experience. But if you're a bit of a thinker, well...

● *TIM NORRIS*



It gives a whole new meaning to term 'tree-house'.

Oh dear, the programmers seem to have lost all sense of perspective.

THE BOTTOM LINE
It's another *Dizzy* game, and there's no harm in that. It's just that it's a crap one.

36 PERCENT

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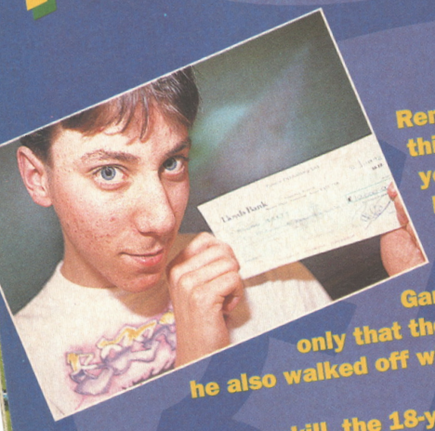

Remember this guy? Last year, Allan Brett became a celebrity overnight after he scooped the National Games Championships. Not only that though – as well as the glory, he also walked off with £10,000 IN HARD CASH.

Using outrageous skill, the 18-year-old from Hull managed to be the best on Sega, Nintendo and Amiga machines.

THIS YEAR THE GAMES CHAMP COULD BE YOU!

National GAMES CHAMPIONSHIP

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On this page you'll see the dates and venues for the first round eliminators. They're being held in Virgin Retail outlets in the major cities of Britain over the next few weeks.

All you have to do is turn up, and play. If you're good enough – and you'll have to be very good – you'll be into the next round. And after that... the finals at the Future Entertainment Show in London on 11 - 14 November.

The National Games Championship is organised by Future Publishing, producer of this, and many other great games magazines, and organiser of the Future Entertainment Show.

THE DATES AND VENUES...

18 – 21 October		Final on 22 October
EAST KILBRIDE	Games Centre	GLASGOW
FALKIRK	Games Centre	5 heats
EDINBURGH	Games Centre	
	Megastore	
GLASGOW	Megastore	

25 – 28 October		Final on 29 October
BOLTON	Games Centre	MANCHESTER
STOCKPORT	Games Centre	3 heats
MANCHESTER	Megastore	
BIRMINGHAM	Megastore	BIRMINGHAM
COVENTRY	Megastore	2 heats
BROMLEY	Games Centre	MARBLE ARCH
CROYDON	Games Centre	9 heats
GUILDFORD	Games Centre	
ILFORD	Games Centre	
KINGSTON	Games Centre	
LONDON GAMES	Games Centre	
WATFORD	Games Centre	
MARBLE ARCH	Megastore	
MEGASTORE	Megastore	
BRISTOL	Games Centre	CARDIFF
CARDIFF	Megastore	2 heats
DUBLIN	Games Centre	DUBLIN
	Megastore	2 heats
BELFAST	Megastore	BELFAST
		1 heat
GATESHEAD	Games Centre	NEWCASTLE
NEWCASTLE	Megastore	2 heats
SHEFFIELD	Games Centre	SHEFFIELD
	Megastore	2 heats
NORWICH	Megastore	NORWICH
		1 heat

The second Future Entertainment Show

Virgin retail

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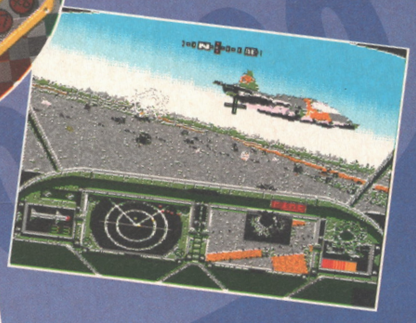

Thunderhawk - MEGA CD

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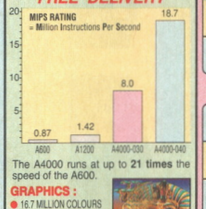

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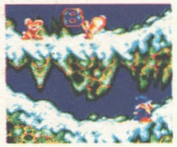
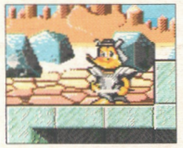
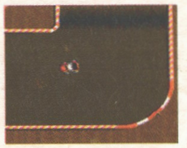
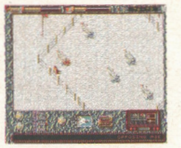
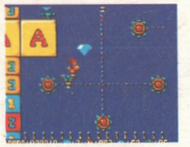
POINTS OF VIEW

So many games – so little time. But we've done our best to play them all and these are our brief opinions.

	 WIZ'N'LIZ	OSCAR	URIDIUM 2	 DONK	DISPOSABLE HEROES	TURRICAN 3	 OVERDRIVE	 THEATRE OF DEATH	 ALFRED CHICKEN
STUART CAMPBELL	I like it ★★★★	I don't like it ★★	I like it a lot ★★★★★	I quite like it ★★★	I don't like it much ★★	I don't like *Turrican 2* ★★★	I don't like it at all ★★	I don't like clones ★★	I like it with sweet'n'sour sauce ★★★
MARK WINSTANLEY	Where's the game? ★★★★	Looks great. So what? ★★★	Haven't played it	Usual platform stuff ★★★	*Disposable Concept* more like ★★★	*Turrican 2* again ★★★	*Under Steer* more like ★★	*Mime Of Hurt Finger* more like ★	Wow, another platformer ★★★
DAVE GREEN	And that's magic! ★★★★★	Refreshingly dull ★★★★	I'm not playing that ★★★★	Everybody get down! ★★★★	*Disposable Nappies* more like ★★★	Haven't played it	*Over Hyped* more like ★★★	Haven't played it (looks crap though)	Yum yum yum yum yum ★★★★
STEVE MCGILL	It's the *Biz'n'lz* ★★★★	Wilde and suspect ★★★	Faster better-looking *Uridium* ★★★	Rhymes with Honky Tonk Honk ★★★	*Dispensable Heroes* more like ★★★	Run shooty shooty run ★★	Drive over this one ★★	*Theatre Of Surgery* more like ★★★	A cotton-pickin' chicken ★★
JONATHAN DAVIES	Paul Daniels more like ★★★	Haven't played it	Stuart says it's great ★★★★★	Ow! I feel good ★★★★	Haven't played it	*Turrican 2½* more like ★★★	Umm... I can't think of a joke ★★	Haven't played it (Sorry)	Very tasty ★★★★
BORIS YELTSIN (ACCORDING TO A 'CLOSE FRIEND')	Barricade yourself in with it ★★★★	Haven't played it	*Uridium 2000* more like ★★★★★	Groovy western pop music duck ★★★★	*Dissolvable Parliament* more like ★★	Vote for me ★★	I agree with Johnathan ★★	I know how it feels ★★★	*Alfred Gorbachev* more like ★★★

ON SALE 11TH NOV

NEXT MONTH

BOLD PROPHECY

Here on the 'Points Of View' page, we reckon it's better to make predictions and get them wrong than not to predict at all. So, next month we'd really like to review, ooh, let's see: *Skidmarks, F117A Stealth Fighter, Star Trek, Stardust, Cannon Fodder, Apocalypse, Elite 2, Brutal Sports Football* etc etc. That's enough to be going on with.

FOOTBALL TACTICIAN 2 ITALIA

The thrills, the passion and the glory of the world's most exciting league!

Firmly established as the definitive football strategy game, FOOTBALL TACTICIAN 2 is now available in three superb versions: FT2 England, FT2 Scotland and now FT2 Italia with the fabulous serie A and serie B, all already updated with the latest 93/94 stats.

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The italian league is no ordinary arena. Winning the 'scudetto' requires a balanced, highly-tuned team. You will need all your management skills, vision and a flair with tactics. The competition is intense. There are no prizes for coming second. To accurately simulate life in charge of a top italian club, called for a program of proven reliability: only FOOTBALL TACTICIAN 2, developed over more than three years and continuously revised could achieve this task. FT2 ITALIA plays and handles like the original FT2. In addition, features specific to the Italian league (like title play-offs and anti-drugs tests) have been included. FT2 ITALIA oozes with realism and excitement.

What makes Football Tactician 2 so special?

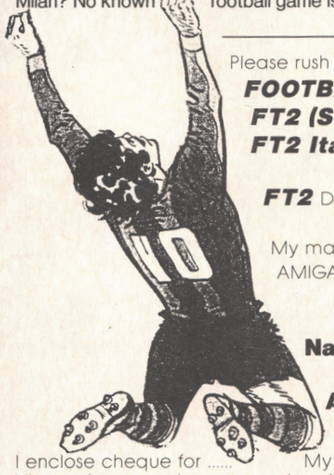
* Biggest ever multi-user system: up to 46 users! (who said four was the limit?) Now with new rating system reflecting managers' ability and achievements.
* First ever fully interactive management game: intervene at any time during a match to change tactics, make substitutions, adjust formation or mark players.
* Most accurate player definition: 30 parameters including real ages, aptitudes, skills, caps, playing positions, fitness, morale and market valuation.
* Largest results database: 21290 match results and league positions going back 20 seasons all instantly retrievable. All of which may be printed out.
* Professional recording: 36 matches always recorded IN FULL for full-scale replay.
* First ever referee involvement: true to life behaviour. Beware of adopting 'rough tactics' when Jim Parker is in charge! The message is clear: know your refs.
* Fastest ever setting-up time: initial start-up in less than two seconds, thanks to 900K of super-fast machine code. Smoothness of action is FT2's hallmark.
* Most accurate editor: built-in intuitive editor capable of entering new players and fine-tuning all parameters. Essential for the serious user.
* 16 different tactics from rough play to offside-trap adjustable throughout the match. You manage your side before AND during the match.
* Three levels of match reporting, from highlights only to ball-by-ball commentary.

What are the new features?

* FA Premier League and Division One permanently in memory with full interaction, promotions, transfers, European pool, play-offs, local and European Cups.
* Man of the Match. Player of the Year. Manager of the Year. Transfer deadline. Pitch invasions. Fights between players.
* Easy selection of penalty takers, free-kick takers, wingers, captains, ball winners, play-makers, overlapping full backs, reserves, substitutes...
* Unique database-type search facility to locate any player in the league.
* Full-scale printing facilities: highly suitable for Play-by-Mail.
* Intelligent behaviour of computer sides capable of changing tactics to respond to situation on the field or making substitutions based on fitness and fatigue. Plus mid-week transfer and fitness news.
* Friendlies, top scorers charts, precise transfer markets, club history, financial position and much much more!

Why is FT2 not in the shops?

The very essence of a football strategy game is its accuracy. With transfers happening every day, rules being changed and players being injured, shop games are out-of-date the moment they come out. Some publishers issue yearly revisions. That may be fine but not fine enough for us. The FT2 you buy is 100% up-to-date. We revise the program and data weekly. There are no compromises. Who wants to play a game that says that Fiorentina are in serie A, or Forest in the Premier League? Who wants to play a game that features Eric Cantona at Leeds or Ruud Gullit still at Milan? No known football game is more up-to-date than FT2 and that's a fact!



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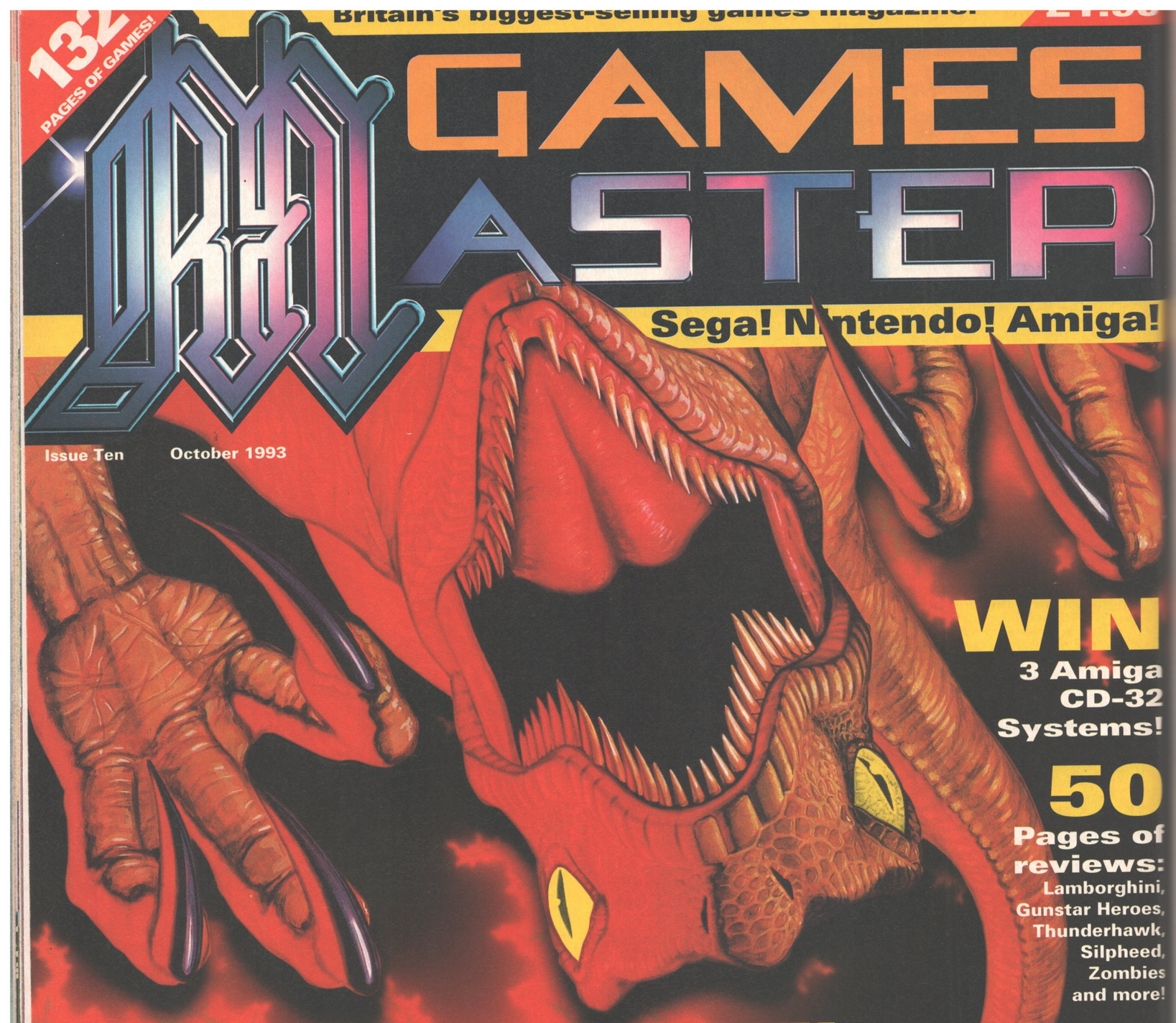
Issue Ten October 1993



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DO THE write THING

Here at 15-minute-attention-span AMIGA POWER, we understand very little of what we read. But it sure is fun getting all this mail. Sadly, this is the last month when you can win a super 'Game Wear' T-shirt – unless of course someone sends us some more.

● Address your letters to: AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW.

'INTERNATIONAL RUGBY *(SNIP. – ED)*'

Dear AMIGA POWER,
Just writing to ask each of you a question – what's your personal, all-time favourite game? (Apart from *International Rugby Challenge.)* Thanks, and g'day sports.
Yours Irishly, Colin McCaughan, Ballycastle

PS I was going to write a silly letter, but thought better of it. In all probability you've had it up to the eyeballs with the 'escaped lunatic' types. Oh yeah, and keep it tight, otherwise you'll crumble and fall like so many others have done.

We had a quick straw poll in the office, Colin, and here's what we came up with: Linda: "Trivial Pursuit." Stuart: "Football for me." Dave: "I go for Strip Paintball every time." Cam: "I'm a bit of a British Bulldog fan, personally." Steve: "Dungeons And Dragons." (You're fired. – Ed) *"Oh, alright, Warhammer then."* (You're fired, and I'm taking a contract out on your life as well. – Ed) *Sal: "Sardines, with me and a rugby team." Lisa: "Ooh, I love Kiss Chase. Or Twister, but with* (Snip! – Ed)." *Er, sorry.*

'VERY BORING LOOKING LADIES'

To Ye Olde AMIGA POWER,
One morning, as I was leafing through the pages of the Bristol Evening Post, I happened to find the nominees for the 'Miss Bristol' competition. Amongst the other very boring looking ladies, I saw a name that jumped out and thought "Ooh, that sounds familiar." I sat and thought for a while and remembered where I'd heard it, rushed upstairs to get my AMIGA POWER and found that it was Lisa Kellett!

I phoned up to vote for her right away, and I think she should win, so just dial right now. You'll have to hurry because the lines close at 12 today *(That's that sketch knackered, then. – Ed).* Why not, if she wins, do a centrefold of our lovely Lisa? And could somebody please tell Dave Green to get some other T-shirt instead of that 'orrible mangy crap M***o shirt? Could it be that his ridiculous garb has been put on him by his alien friends in an attempt to make him look human? Who knows? Who cares?
Love, Duane Dibbly, Clevedon

'I'VE NOW RECTIFIED ALL DIFFICULTIES'

Dear AMIGA POWER,
It came as a great surprise to see my game *Premier Picks* adorning the front cover of my (now) favourite magazine. After a good response from readers bunging me shareware fivers through the post for my toils *(Hurrah! – Ed),* a worrying trend began to emerge. It seems that the game has a rather irritating tendency to blow up on the A1200 or A600. Being a mere A500 owner, I was unaware of this startling development, but I've now rectified all difficulties, so for all the people who have played *Premier Picks* only to find it crashing before the whistle goes during a fabulous 5-0 victory, I can send them a brand spanking new (working) version for the said remittance. My new address is below.
Cheers,
Tim Blacklock
127 Bents Road
Bents Green
Sheffield
S11 9RH

'HER OWN INEPTITUDE AT RPGs'

Dear AP,
Here's a tale of woe and despair (and, frankly, hair-pulling frustration) from one who has been incapable of completing US Gold's *Legends Of Valour* not, as is generally the case, because of her own ineptitude at RPGs, but because of that of the manufacturers'.

I sent off for said game and having got through a good week's worth of running errands all over Mitteldorf and obeying orders on a number of guests, I got to the point where no matter what I tried, my computer would blank out and return me to the beginning of the game. I sent the game back to the mail order company and received a replacement, only to find exactly the same fault. Being a big spender, I couldn't bear the wait again, so I just hopped on a bus to a Virgin Megastore, parted with another enormous sum, and rushed home with my third (count it, third) copy of *Legends Of Valour.* Guess what? Same bloody disk error.

By now I'm frothing at the mouth and tears are welling in my eyes, so I phoned US Gold's "Help me, I'm about to kill my computer" line and they tell me to send them the disks and an explanation of the problem. Which I did – four weeks ago.

I've since phoned them twice, and they put me on hold for over 15 minutes, after which I gave up. Now I'm writing to you because to anyone else in this cruel world, my problem is petty and beneath consideration. If you put me on hold and say "There, there" I may well consider going to Birmingham and bombing US Gold's headquarters.
Angry, upset and losing hair rapidly, Michelle Austin, London

We'd really like to help, Michelle, but unfortunately US Gold haven't spoken to us since we gave a couple of their games a bad review back in issue eight or thereabouts, so we, er, can't.

'HE JUST LOOKS AT THE PICTURES'

Dear AMIGA POWER,
The answer for me wanting to write this great piece of English literature lies within the covers of one of the greatest scriptures of all time – AMIGA POWER 29, where some, some, some THING that the biggest insult in the world should be heaped upon, wrote in and slagged off and complained about the Ed interrupting and making 'unfunny cracks' throughout the magazine.

This certain Terry O'Connor of Farnborough (for that was his name) went on to say that the Ed comments didn't make sense, but I find it hard to believe that someone who dislikes this aspect of the magazine so much could still enjoy reading this work of art, or perhaps he just looks at the pictures and doesn't actually read anything.

I feel that the Ed interruptions and comments make up much of the magazine's character and are funny to the highest degree. Hurrah! Sorry to go on a bit, but he really bugged me, you know.

ZOOL T-SHIRT winner

'SLAGGING OFF HER BOOTS'

Dear AP,
I see Colin The Publisher put in another appearance in AP29. I've a question about this elusive figure – did his mother visit a fortune teller before he was born? It's a bit of a coincidence being christened Colin The Publisher and then getting a job as a publisher. I'll never forgive my parents for not calling me Ian The Billionaire.

You must all be very sad this month after losing another two members of the team. What with Tim and Jacquie leaving and Linda still not fully fit, you'll be needing a casualty list before long. However, with all this to-ing and fro-ing it does present a great opportunity for the rest of you to make some serious bucks. Start running a book on how long AP team members will last, give them all odds and then get the readers to bet wads of cash. Who Do We Think We Are? could be replaced by a form guide:

Stuart: Possibly homesick, but definitely due for promotion. He's just waiting for another editor job to come up. Good bet for not lasting another year.

Dave: A bit of a dark horse, being an alien. Good odds, but difficult to tell what he'll do.

Lisa: People slagging off her boots could drive her away, but I'm willing to bet she's got a few more good years in her yet.

Dave Golder: This is an easy one. Dave's a Star Trek fan and as we all know, it's a five year mission.

Mark: *(Now known as 'Cam'. – Ed)* If we're to believe the moral crusaders, it's only a matter of time before all that video violence turns him into a homicidal maniac. A psychotic rampage could end his career prematurely. However, I'm going for 100 years more, because Mary Whitehouse and her cronies are ALWAYS WRONG.

Sally: Just returned from the wilderness, so she should be around for a good while yet. Unless of course, she remembers why she left in the first place.

JD: *Sim Life* may have tipped poor JD over the edge. If he doesn't get to review games that don't have 100+ page manuals, he's toast by Christmas.

And so on. Anyway, in the *Blob* review in AP29, Stuart informed us that on a recent trip to the seaside he found a TS Eliot quote written in the sand. Given the polluted state of Britain's beaches, this is strangely appropriate as TS Eliot is an anagram of 'toilets'. Still on the *Blob* review subject, I've got a naff gag for further use. Q. What's black, white and red and can't get out of a lift? A. A nun with a spear through her head.
Yours now late for the pub, Ian Ritch, Monifieth

DO THE write THING

Anyway, keep up the good work and don't get rid of that fab reviewer Mark W *(Internationally known as 'Cam'. – Ed).*
Seeya, Phil Longfellow, Leeds

'A MORE THAN AMPLE MIDDLE'

Dearest AP,
Allow me to respond to Mark *(That's Cam. – Ed)* Winstanley's comments about Robert Smith in your September issue. It may be true that Robert Smith of The Cure does have a more than ample middle, but this does not detract in any way from his intelligence, talent, or sex appeal.

Unfortunately, it is also true that Mark *(Cam. – Ed)* Winstanley has an enemy for a hairdresser and his mother chooses the worst clothes for him to wear. Robert Smith dresses himself! My love to you all and to every member of The Cure.
Affectionately, Sarah Mitchell, Ramsgate

And I'm sure they'd like to send their love to you too, Sarah. We certainly do, including Cam, who's ironically a big fan of yours. Oh well.

'BLATANT CAN OF COKE'

Yeah, go on AMIGA POWER, why don't you go the whole hog and change your name to MANIC STREET PREACHER POWER? I mean, everything is a completely obvious reference to those Welsh punk rocksters. For starters, the blatant can of Coke on page 27 of AP29, when Coke was mentioned in their Slash 'n' Burn song. Also on the same page are the crap sunglasses, just like the ones Nicky wore at Phoenix or what? I'm disappointed. You wouldn't stop there would you? The 2000AD quote in the *Soccer Kid* review? Have you never heard of subtelty? *(No. Is it like 'subtlety'? – Ed)* Ten years after 16,000 oranges rained down on the megastar Marlon in DR And Quinch, Richey Manic is sent up in the Judge Dredd strip. I also haven't forgotten the Halo Jones stuff.

Finally, because I don't want to take up the whole magazine talking about the Manics (you do a good enough job of that) I won't mention all the other thousands of Manic misdemeanours you chaps have stacked up. However, the mere fact that you caused Linda to have a 'funny turn' just to hint at Roses In The Hospital is despicable to say the least. You are redeemed only by no mention of 'that band' whatsoever in issue 17.
Bye bye, bye bye, Edward Broughton, London
PS BMX Bandits? Penny Farthing Petty Criminals more like.

So let's recap on the evidence. A Coke can. A pair of sunglasses. And 2000AD. Edward, you're bonkers. Go to bed.

'CAN YOU SPOT THE PROBLEM'

Dear AP,
Can you spot the problem all these games share? *Zool, Arabian Nights, Assassin, Superfrog, Chuck Rock 2, Robocod,* and I could go on.

Give up? They don't have an option for a two-button joystick. Admittedly some of the above are fine games already, but they could have been so much better. I think I'm right in assuming that most gamers think that pressing a button to jump is far easier than pushing up on the joystick, so why don't we get the option? Imagine *Zool* with a joypad option, so one button fires and the other jumps. Instant gameplay! *Assassin* would become a fun game to play, and *Arabian Nights* would scale to even greater heights.

If the games publishers can try to make every future platformer include this option then we'll give console owners everywhere a very loud wake-up call. *Desert Strike* proved that the Amiga is a far better machine to own, as all us readers know only too well!
Yours frankly, Brian Sharp, Macclesfield

What, THE Brian Sharp from Macclesfield? Loved GB Action, Bri, can we have your autograph?

'I'VE HAD IT FOR A LONG TIME'

Dear Doctor AP,
I have a problem, it's called TBRATBOMS, or to the less informed, Thick Black Rectangle At The Bottom Of My Screen. I've had it for a long time, but it's been occurring a lot lately. After recently buying both *Desert Strike* and *No Second Prize,* it's reared its ugly head again.

I thought it was just me, so I called my own doctor and he prescribed some medication. These unfortunately haven't worked, and have given me horrible nightmares which involve a Mr Dave Green running towards me completely naked apart from a Mario T-Shirt.

Now I realise that it's to do with the programmers having to accommodate the American NTSC system, but surely they must have worked out that most games are sold here in Europe.

When you pay £30 a time for a game, you expect it to be FULL SCREEN, not three-quarters of it with an ugly thick black line at the bottom. Now before you say "Why don't you use a screen stretcher?". I'll tell you. If you use one on a normal TV, it rolls terribly, and apart from that, programmers should include this option in their games.
Yours (feeling better now), Paul Horton, Birmingham

PS I'm not trying to be rude, but after seeing the way you all turn yourselves out, I have some handy tips. Look up the following words in the dictionary and find out what they mean: Tie, Shirt, Comb, Razor, Iron, Soap. Remember that you're supposed to be setting an example to the younger generation.

We were going to give a serious and considered reply to your valid and interesting point, Paul, but after that PS, quite frankly, up yours.

'"WHY?" SCREAM THE MINIONS'

Dear AP,
Well, Commodore have done it. They've finally done what looked impossible – they've beaten Sega and Nintendo by bringing out the CD32 console *(With a CD in it. – Ed).* The CD32 has more memory, more speed, more expandability, more adaptability, more colours, more reasonably priced games (reportedly) than the Mega CD. In fact it's got more, more, more, more and then some.

Come Christmas, Commodore will oust Sega from the top of the proverbial tree. They'll eat 'em up, chew 'em round and spit 'em out. In a nutshell, Commodore will have more sales this Christmas than Sega CD.

WRONG!! WRONG!! WRONG!! WRONG!! – in a nutshell.

"Why?" scream the minions, the voice of the people, the voice of Amiga journalism and the voice of everyone. Well, sit back for a moment and I'll tell you. The Commodore marketing campaign is PATHETIC! Sorry, that was a bit strong, it's not pathetic, it can't be, since it's non-existent. Let's face it, Commodore rarely advertise on TV, in the cinema, in newspapers etc.

Since Sega and Nintendo are never off the TV, the mass market only associate two names with computer games. As much as I hate these adverts, they work, they really do. Just listen to any six to 16 year-olds.

CHUCK ROCK 2 T-SHIRT winner

'SHUT UP WITH THOSE BLOODY HARPS'

Dear Mortals,
Hello, God here. Look, I'll be brief, the thing is we've been having some great weather up here, and I'd like one of thine mortal T-shirts. Thou mayest ask "What on Earth, or anywhere else for that matter, does an omnipotent, omnipresent, divine Creator want with a small piece of fabric with a computer game character on the front?"

Well, to tell you the truth, all those funny nighties people wear round here are getting me down, so I thought I'd try something different. A *Lemmings* one would be nice.

I realise postage rates to Heaven have just gone up, so just send it to the address at the top of the stone tablet *(This letter really was on stone! Honest. – Ed),* and I'll pop down sometime and collect it. Now I've asked you very nicely, and if I don't get one, I'll personally see to it that your decorative bits sprout wings and fly away. Especially if you're Scottish.

Oh, and in case you're wondering, Take That are nothing to do with me, that was him downstairs. Oh My! I wish they'd shut up with those bloody harps. I wanted a stereo system, but we've nowhere to plug it in. Anyway, I'd better be going. No rest for the wicked, eh?
Love, God, West Midlands

SF2 T-SHIRT winner

'UNDERSTANDING THE FEMALE PSYCHE'

Hello!
I have written a letter for 'Do The Write Thing.' Please correct the English where necessary. It has 314 words.

The Hitchhiker's Guide to the Galaxy says this about games for girls in the 1990s: Early in the '90s, computer games were an alien concept to most girls, but this changed around 1997 when the publishers started to produce the kind of games girls wanted. It was only a question of understanding the female psyche. Some of the classic bestsellers of the '90s and beyond are listed below:

- Nag-'em-ups
- Flower arranging puzzlers
- Don't Let The Kittens Bite You, Care Bears!
- Tutorial videos: Computers Made Understandable To Girls In 80 Lessons
- Knit Or Die!
- Kick 'Em In The Groins: a game about female superiority, featuring 90% hard work, 10% genius and 10% intuition. Which adds up to 110%. (Girls were never very good at maths.)

Lars Erik Johnsrød, Norway

This is a real letter, but we're printing it as a thinly-veiled ploy to get lots of girls writing in with eloquent and cutting abuse in reply. The writer of the best letter wins Lars' home address, so you can be his penpal. Get to it, girls.

DO THE write THING

Last Christmas, Commodore advertised on TV showing some quick shots of *Another World,* and what appeared to be *DPaint 3.* The commercial never really grabbed you and made you feel like rushing out and buying one, and it didn't feature games like *F1GP, Pinball Dreams, Putty* or *Pushover,* when three of these were in the promotional pack.

Commodore take note. PLEASE! Advertise! Aim at the young market with one style of advert and the older market with another style. You have the potential of making the CD32 the successful machine it deserves to be, so get out there and push it hard. Good luck to the future of the AMIGA CD32, it should be a good one.
Yours faithfully, Mark Finkel, Reading

Did you get that, Commodore? Don't bother with all those expensive public relations companies and stuff – Mark Finkel, of Reading, has got all the answers. Phew. The CD32 is saved.

'YOU CAPITALIST PIGS'

Greetings AMIGA POWER,
My name is Ivan Perkelevitj and I write from my beloved home country of Russia. The reason for this letter is that I want to share my political views with you capitalist pigs and ask some very interesting questions. So here I go:
1. Will the game 'Jungle Hunt' ever be released for the Amiga? I have played it on the C64 belonging to my comrade, and I was totally overwhelmed by it. It's a perfect piece of propaganda.
2. I am your most frequent reader and have bought all of your first three issues, but something bumps me in the ass (Haw, haw, national Soviet joke founded by Lenin in 1917) and it's those small plastic cards you stick to your covers. Please inform me of their purpose and net worth.
3. What does 'crap' mean? Why do you speak so often about it?
Yours Ivan Perkelevitj, Siberia

Interestingly, viewers, despite what you might think, we've never made up a single letter in the entire history of Do The Write Thing. If this sort of stuff keeps up (and it really did come from Siberia, by the way), we might have to start.

'TO LIVE WITH HER HORRIBLE UNCLE'

Dear AP,
I always thought 'The Secret Garden' was a book by Frances Hodgson Burnett and concerned little orphan Mary Lennon who was sent to live with her horrible uncle in Yorkshire. That's where she meets Dickon, a Yorkshire lad and Colin, the uncle's crippled son. They find a secret garden with the help from Ben Weatherstaff and all live happily ever after (apart from the sexual fantasies). But then again, I may be wrong.
Cheers, Eddie, London

Probably not. But it's the uncertainty that makes life interesting, isn't it?

AND ANOTHER THING...

Wouldn't Stuart and Violet Berlin make a great couple? *(If only. Sigh. – Stuart)*
Is Jacquie Spanton a waxwork? *(No, she just has a lot of hangovers. – Ed)*
What does the caption in AP28 "Yum, yum, yum, yum" mean? *(Blimey, Spencer, work it out. – Ed)*
Yours 'my all-time favourite magazine of all time'-ly,
Spencer Andy, Guilford

Mystery Screenshot Corner was in fact the smash-hit ultra-game *Cybernator,* which is available on the SNES. Now thanks to me, your hopeless unprofessionalism is solved.
Darren Taylor, Llanelli

I think it'll take a bit more than that, Darren.

I was fairly concerned for the sanity of whoever saw fit to include *Pong* on your recent coverdisk – the graphics are extremely reminiscent of those from the antiquated Atari 2600 and the gameplay is equally sparse. But what the hell, a bit of nostalgic fun never did anyone any harm.
Peter Marsh, Nottingham

I couldn't help noticing that at the bottom of page 33 in issue 29, the lowest of the four pink icons is a particularly rude shape. Am I just sad, or did anyone else notice this?
Yours, Chris 'I'm concerned for my mental health' Morris, Salford

By the way, the phone lines are wonderful, Stuart and Mark *(Cam. – Ed)* have very sexy voices and JD, the loss of your Complete Control appearances are sadly missed by all things female.
Stay lovely, and Mark *(Er, Cam. – Ed)*, stay gorgeous,
Paula Westwood, Middlesborough

We're still not making these up, you know. See you next month.

Techview: **multimedia**

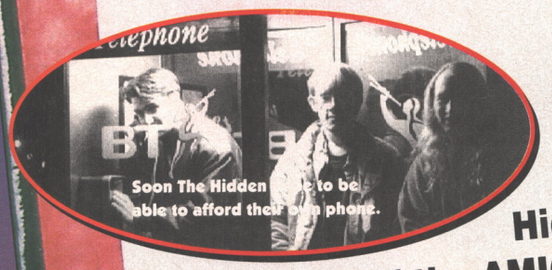
It is universally acknowledged that **Trip Hawkins** is a smart guy. So smart, in fact, that EA were years late getting into the console market and nearly went broke because their boss, one Trip Hawkins, dismissed consoles as a passing fad... And *this* is the guy who's selling 3DO? **Edge** asks: what the hell does Trip Hawkins think he's playing at?

Edge: not what you'd expect

EDGE
The **future** of videogaming

Issue **two** onsale at selected newsagents now

DIARY OF A GAME...A



Soon The Hidden hope to be able to afford their own phone.

SPODLAND by The Hidden

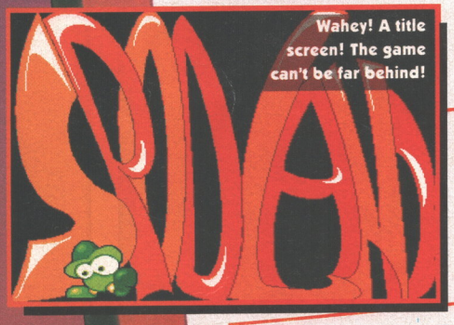
Continuing our behind-the-scenes look at The Hidden – the guys behind *Donk!* AND the authors (allegedly) of the AMIGA POWER reader-designed game, Spodland.

1993 AUGUST

Today Paul Douglas travelled all the way from sunny Croydon to the jewel of East Yarmouth, bringing with him his groovy new disk routines that'll stop people copying *Donk!*. While he was at The Hidden's HQ, we managed to bring up the subject of *Spodland* and how it needs a programmer of massive skills to program it. Paul, being the modest chap he is, didn't actually catch onto the heavy hints that we kept dropping, but once we'd managed to get his thumbs in the vice he finally admitted that he wanted to do the code for us. (Wow, person-management skills really are my forte.) The rest of the day was then spent discussing Spodland and how it's all going to shape up.

Saturday 14

1993 AUGUST



Wahey! A title screen! The game can't be far behind!

Supervision (publishers of *Donk!*) had told us to get our butts into gear as the Autumn ECTS show was approaching, and they wanted to show off *Donk!* there. Luckily, now that *Spodland* is being coded by Paul, we were able to bash on at *Donk!* with a clear conscience. Now, I'm not a clever man, but by the end of a whole day working on Donk!, I had a horrible sneaky feeling that something was wrong. Very wrong.

Sunday 15

1993 AUGUST

At last I realised what the cause of my worries might be: I still hadn't worked out the controls for *Spodland!* A quick call to Paul cleared up the matter – luckily he'd been on the case already and had decided that to move a Spod left you needed to move the joystick to the left, and that to move a Spod right you had to move the stick to the right. He'd also come up with the appropriate actions for joystick up, down and fire. Blimey, eh?

Friday 20

1993 AUGUST

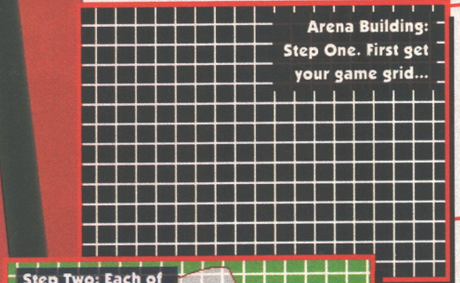
Time for a break from *Donk!*, I thought, as I headed off to construct an arena for all the *Spodland* spitting to take place in. Sticking to my original idea for digitising the background from video, I searched for a suitably flowery part of my garden and some nice pretty stones. However, once I'd filmed the entire set-up, I found that my digitiser was up the spout. In a frantic, "Oh crikey" sort of mood, I therefore decided to draw a *Spodland* title page *(The one over on the left. – Ed)*, just so people wouldn't think I was skiving!

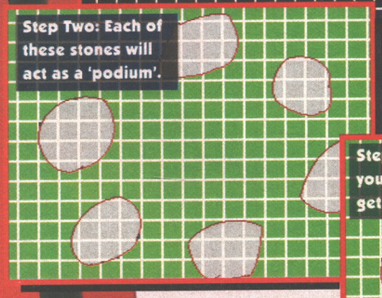
Saturday 21

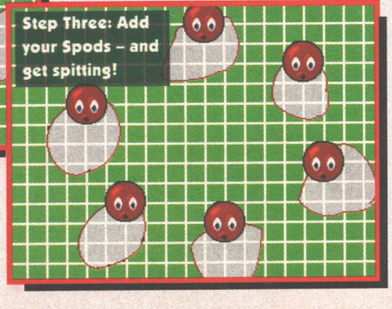
1993 SEPTEMBER

It's ECTS show time again. But this one was different, as Supervision had a very swanky stand which we had to hang around while showing *Donk!* to prospective customers. There was a lot of CD-based stuff there, though not very many CD32 games, which was a bit of a shame. But luckily for CD32 owners, a super-duper *Donk! Special Edition* is being written for them. Anyway, back at the ECTS, there really were very few Amiga games around, but all the ones we saw were perfectly formed.

Monday 6


Arena Building: Step One. First get your game grid...


Step Two: Each of these stones will act as a 'podium'.


Step Three: Add your Spods – and get spitting!

1993 SEPTEMBER

After a few days recovering from the ECTS I put together a final arena graphic for *Spodland*. First I drew a grid of 16 by 16 pixel squares (which is how the game divides up the screen), and then positioned the rocks that the Spods are going to stand on, the Spods themselves, and the digitised pic of my back garden. After messing around with this to get it to fit, I'm pleased to say that the whole thing looked absolutely terrible. This meant lots more messing around with the picture, until I finally ended up with something rather impressive – that you'll have to wait until next month to see! (Chuckle.) Anyway, now all I need are some Spods – if anyone out there would like to send in their designs, I'll immortalise the best ones in video-game form. So, until next time, this is a fully mature, adult, hairy-chested Craig saying "Byeeeee!"

Friday 10

AND ANOTHER GAME

CANNON FODDER by Sensible Software

The world's first interactive Diary Of A Game is here – experience the history of *Cannon Fodder* for yourself. Jools Sensible explains.

Hello again, chums. I guess by now you have already loaded up and had a few plays on the wonderful *Cannon Fodder* coverdisk and you have decided to read this because you're wondering what the hell it's all about. Well, do not fear, 'cos Jools is here – every mystery will be made clear.

Okay, let's get the quiz out of the way first. I'm going to assume you've got as far as the main menu screen (which you get by switching on your Amiga and putting the disk in. Sheesh.) Move the pointer to somewhere in the 'Sensible Software Quiz' box and click your left mouse button. The screen will fade out, the Amiga will load from disk for a couple of seconds, and a lovely photogenic pic of us lot will appear. Got that? Good. Right, to be in with a chance of winning the fantastic Sensi-prize, all you've got to do is answer ten questions. These can be found by clicking on the people and the four small photos in the corners of the screen.

For example, try clicking on Chris Chapman (the programmer of *Sensible Soccer)* – he's the guy on the left, the one having a little bit of trouble with his arm. A new pic will appear surrounded by details of Mr Chapman, with a rectangular box marked 'Question Five' over on the left. After reading through Chris's enthralling details, you should notice that one is missing *('Cannon Fodder* Job'), which ties in with the question at the bottom of the screen: 'What did Chris do on *Cannon Fodder?'*. Now you either have a massive brainstorm of an answer or just make up some amusing and/or insulting joke and pen it onto your postcard as Answer Five. Easy peasy, eh?

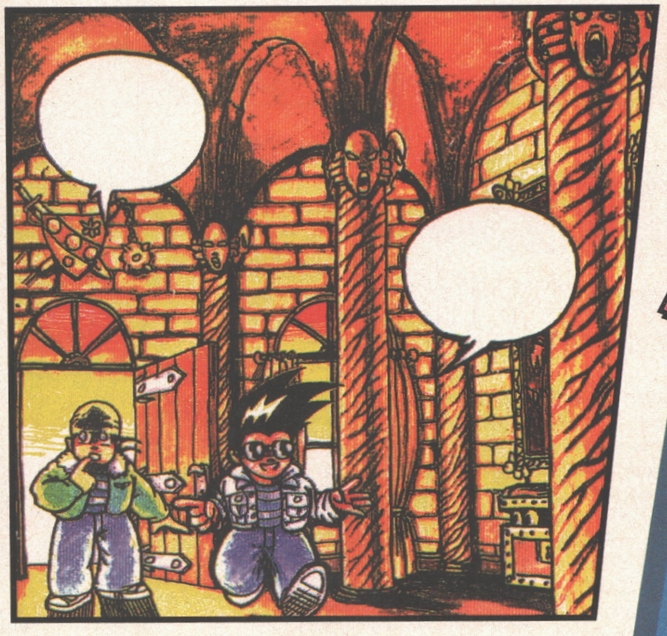
Questions One to Four are found by clicking on the four boxes around the main photograph of us lot standing against the jeep. When you've found all ten questions, and are completely satisfied with the answers on your postcard, send it off to AMIGA POWER, 30 Monmouth Street, Bath, Avon BA1 2BW. The person with the most correct answers (or, in a tie-break situation, the card drawn from Dave Green's big army helmet) will win a talking toy gun, a signed copy of a game and any other rubbish we find lying around the office. And while we're on the subject of competitions, nobody has yet come up to me in the street and said "Where's my pork pie?" in order to win that signed copy of *Goal! (See last month's AP for 'details'. – Ed),* so that's still up for grabs...

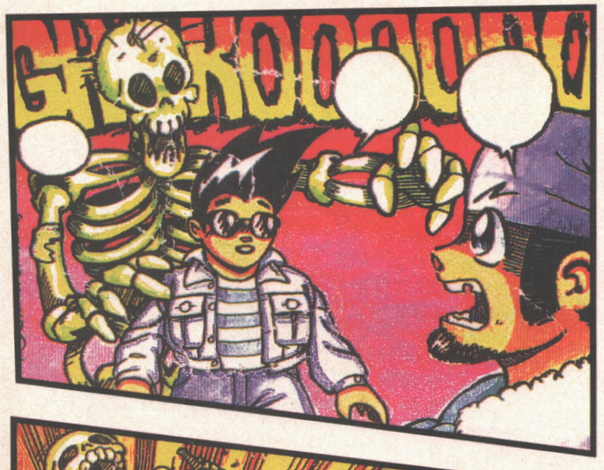
To get back to the main demo-disk menu from the quiz, click on the dog that's having a go at Jon. What we originally intended to do for this disk was try and show the progress of the game over the last year or so, but of course that would mean re-implementing the old control systems and all the bugs and glitches that we've since corrected. And then you'd end up with a demo-disk that's nowhere near as playable as the one you've got. So what we've produced is something which shows how a *Cannon Fodder* mission is built up, from the map being laid out from a rough design all the way through to the finished thing.

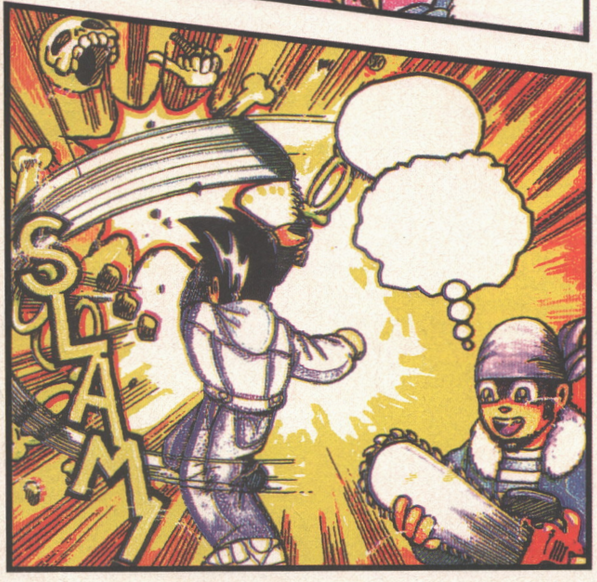
For example, if you click on Stage One of the map you will find yourself playing on a sparsely detailed background with only two sprites: your man and a single enemy positioned in the top left-hand corner of the map. On the other three stages you should look out for boxes and barrels – pick these up by walking over them and you'll be rewarded with grenades or bazookas. (You can fire these by holding down the right mouse button and clicking the left one.) Oh yeah, and clicking with the left button makes your man (or men) walk to the point you clicked on. To shoot you can either hold down the right button or click on it repeatedly – whichever you prefer.

If you've got more than one man, you can split them into different groups by clicking on the names of the ones you want in the new group in the icon box. Then click on the top icon (it looks like a snake at first but changes into a cross between a bird and a snake when you highlight a man's name.) And there you have it: the new 'breakaway' group appears, with an eagle symbol to identify it.

Right, I think that's about it for now, so go and have lots of fun with the demo disk, buy the game and have a sleepless year or two playing it. Which means it's four byes from me till next time and don't forget: *Cannon Fodder* – war has never been so much fun!







WIN A CHEST!

Or, in fact, one of two entirely different chests. What? Well, it's like this.

There's been a bit of an amusing comedy mishap at the printers. Or, in fact, two entirely different amusing comedy mishaps. First, one of the pages of the comic-book manual for Blue Byte's fantastic new platformer *Yo! Joe!* (rated a stunning 91% back in issue 28) has been accidentally sent to us instead of top game distributor Kompart UK, and secondly, all the picture captions have been blanked by mistake! Oh no! We quickly rang Kompart up to explain the errors, but it turned out that – eek! – Blue Byte had sent over their only copy of the comic-book artwork, and they couldn't replace it! Disaster! There was only one way we could save *Yo! Joe!* from a fate worse than going out with a page of its manual missing, and that was to *(Jesus. Just cut to the chase, if it's not too much trouble. – Ed)*

Er, yes. Well, obviously, we want you to fill in the missing captions for us, by tearing out this page and sending it back to us with brilliantly witty things written in the speech bubbles. And now let's take a look at what you could win!

FIRST PRIZE
A full-size replica human skeleton (including chest), and a copy of *Yo! Joe!*

SECOND PRIZE
A treasure chest full of silver (to the value of £100 approx) and a copy of *Yo! Joe!*

THIRD PRIZE
A copy of *Yo! Joe!*

FOURTH PRIZE
A copy of *Yo! Joe!*

FIFTH PRIZE
A copy of *Yo! Joe!*

SIXTH PRIZE
A copy of *Yo! Joe!*

SEVENTH PRIZE
A copy of – *(The concept we're pathetically trying to get across here is that there are in fact 28 third prizes of copies of* Yo! Joe! *– Ed)*

RULES:
1. Thou shalt not kill.
2. Thou shalt not steal.
3. Thou shalt not covet thy neighbour's oxen.
4. Oh, and all the usual stuff as well. You know.

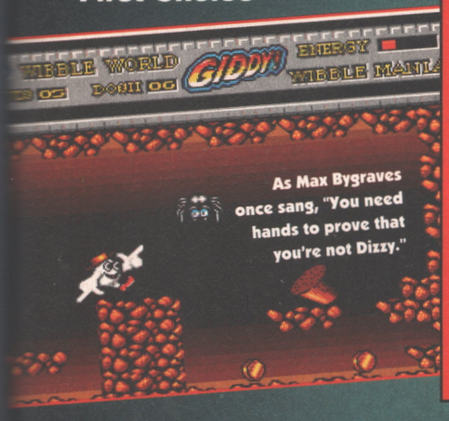
SEND YOUR ENTRIES TO:
Yeah – We Know – It's Got The *Cannon Fodder* Stuff On The Back – So Photocopies Will Be Accepted, AMIGA POWER, 30 Monmouth St, Bath, Avon BA1 2DL. By November 15th, okay?

PD

It had to happen. But strangely it didn't. So Dave Golder settled down with a warm cup of cocoa and took a shifty shufti at the latest PD releases instead. "It might be cheap," he mused, "but it's certainly not expensive."

WIBBLE WORLD GIDDY

First Choice



No. It can't be. Not here. Not in the public domain. I thought I was safe here. But no. He's followed me here. That hideously smooth, ovoid body. That stupid spinning jump. That vile grin. Those ridiculous boxing gloves... hang on, he's not wearing gloves.

This ain't *Dizzy*. Let's be thankful for small mercies. I've seen hardened reviewers reduced to something out of a John Carpenter movie at the prospect of a *Dizzy* game. I've heard them beg to be given a flight sim instead.

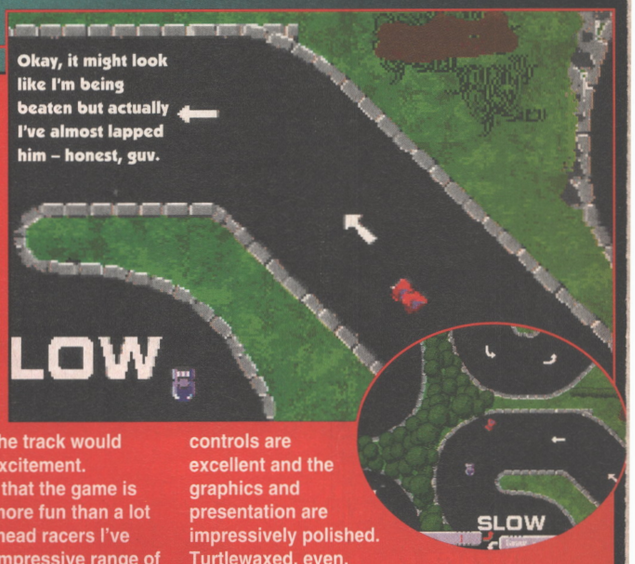
So if this isn't *Dizzy*, what is it? A *Dizzy* mickey-take, would you believe? And it's not as bad as it sounds (well, it couldn't be). Oh sure, it has its faults: the puzzles are ridiculously simple; the controls are annoying; there seems to be very little logic or point to it all; the screens flip at the most irritating moments; yep, just like any in any *Dizzy* game.

But it's still worth checking out. Why? Because it's all done with tongue firmly in cheek. And as a game, despite the faults, it's still got a lot going for it, like the fact that it's massive, it looks great and has a lot more substance and playability than most PD games.

VERDICT: As satire goes it's more Carry On than Have I Got News For You, but it's still a great little game nevertheless.
RATING: ★★★★

ROAD TO HELL

PD Soft
Shareware £5



Does this look like one of the radar bits from Wacky Races, or what?

Right, this is an M25 joke-free zone. But it's still open season on Chris Rea. I mean, wouldn't you get a dig in about the fat, boring old muso given half a chance? *(Allegedly. – Ed)* I mean, has he got more than two songs in his repertoire: the slow one with the slide guitar and the fat one with the constipated horn section?

Anyway, I'd love *Road To Hell* just for giving me the chance to get that off my chest. But luckily I can award it a hefty five stars anyway, because it's just darned fantastic.

It's an overhead racing game that's got just about everything but the kitchen sink; 'kitchen sink' in this case being a euphemism for more than two cars in any race. Every race is a head-to-head, either against the computer or a mate, which is a shame; a few more computer-controlled cars on the track would have added to the excitement.

But apart from that the game is superb, and much more fun than a lot of commercial overhead racers I've played. There's an impressive range of tracks and difficulty levels, missiles, smoke screens and a variety of tournaments. It's frantically fast, the controls are excellent and the graphics and presentation are impressively polished. Turtlewaxed, even.

VERDICT: Just get it.
RATING: ★★★★★

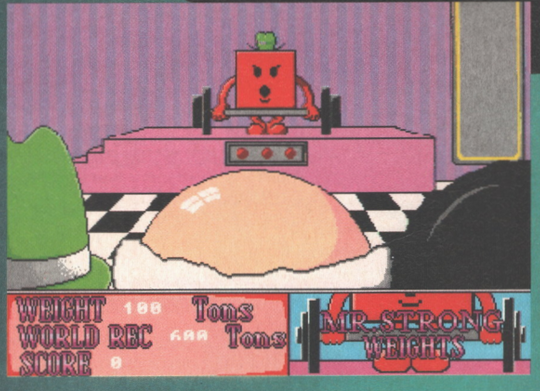
MR MEN OLYMPICS

Unity Inc

Hello. Mr PD Reviewer was reviewing some PD one day when he came across a game so downright silly he was just had to review it. It was a five-event sports sim starring the Mr Men, probably because they are the easiest sprites ever to draw (except Dizzy). Mr Nosey pole-vaulted using his famous proboscis; Mr Skinny was used as a javelin; Mr Strong had his weight-lifting talents; Mr Dizzy chucked the hammer; and Mr Rush did the 100m dash.

Mr PD Reviewer wanted to say something nice about the game, so he did. "It's very colourful and kids will love the way the characters are used," he said. But because he was Mr PD Reviewer he had to give both sides of the argument. So he admitted, "The controls are very awkward and it's awfully slow."

VERDICT: If you're into the seriously silly or downright kitsch this has got what it takes. As a game, it's the worst sort of waggle-frenzy.
RATING: ★★



Let's face facts. John Alderton was rubbish at doing the voices to the Mr Men. Arthur Lowe's interpretation was seminal.

ROBOULDIX

Telescan
Payware (sic) £18

Boulderdash Deluxe is what *Robouldix* sets out to be. The basic concept is a PD favourite; you move your sprite around the screen digging tunnels to get to jewels and the like, the problem being the tunnels also loosen rocks and boulders that can fall and crush you. But *Robouldix* throws in so many other ingredients into the brew that you end up with a mixture so rich it's almost physically overpowering.

It's certainly an impressive piece of coding, with loads for the player to think about. Nearly every move you make has an effect on the outcome of a level, to the extent where you give up thinking too hard and just go for trial-and-error (luckily you get as many goes as you want).

I could say that this game requires skull and determination, but I value my job.

Unfortunately it's rather disappointingly presented. The graphics are garish but strangely unimpressive and the trimmings, like the option menus, are similarly cheap-looking. Normally I wouldn't pick on minor things like that with PD, but have you seen what they're asking for a registration fee? And what exactly is 'payware' supposed to be anyway?

This PD version is a very cut-down version of the full game you'll get on registering, with only a fraction of the levels. From the few I saw on show here, I'll admit that *Robouldix* is an entertaining puzzler, but there's no way I'd spend £18 for more of the same.

VERDICT: The demo version is decent enough, but I can't see many people registering £18 for the full version.
RATING: ★★★

CONTACTS: First Choice, 139 Highridge Green, Bishopsworth, Bristol BS13 8AB ● Unity Inc, 22 Downing Way, Daventry, Northants NN11 4TN ● PD Soft 1 Bryant Avenue, Southend-On-Sea, Essex SS1 2YD ● Telescan Computer Services, Handsworth Road, Blackpool.

KLONDIKE

Telescan
One meg only

Three disks. One meg required. AGA. This sounded good. What could it be? A shoot-'em-up of epic proportions? Maybe. An adventure with lovely lush graphics? Perhaps. A platformer extravaganza? You never know your luck. A game of patience with using girly playing cards? Nah, couldn't be, could it?

Yup. It certainly is. After waiting around for three disks to load, all I ended up with was a card game. The reason why such a simple game consumes so much floppy space is the graphics; they are admittedly very impressive – technically.

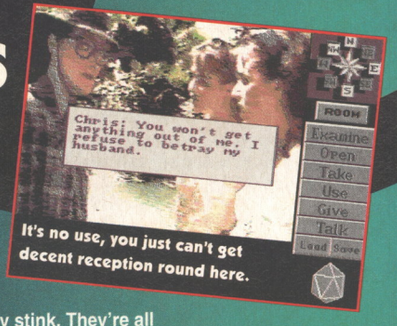
Each card displays a high-res picture of the sort of lass who might have titillated sex-starved squaddies during World War 2 – they might even be digitised cigarette cards for all I know.

The problem (apart from the fact that you'd get a lecture on sexism from any right-on dude who happens to see the game) is that because every card has a picture, the value of the cards is hidden away in the corners. Combined with the high-res graphics this makes some of them very hard to read, especially when the cards are piled up on top of each other.

VERDICT: It's all a bit pointless really. Mutton dressed up in wolf's clothing, or something like that.
RATING: ★★

NEIGHBOURS

First Choice



It's no use, you just can't get decent reception round here.

Yes, it is *that* Neighbours. Is the world prepared for a down-under TV soap adventure? Probably not, but we've got it anyway.

The gimmick here is that all the pictures have been digitised from the TV. I have to be honest – they stink. They're all horrible, grainy, mono messes which become tiresome very quickly. The actual plot isn't up to much either but then that's keeping in the spirit of the show. Paul wants to chuck everybody in Ramsey street out of their houses so that he can build a new development. Who's working with him? Who's working against him? Who cares?

But the game does have some points in its favour. The control system is excellent, though the grainy pictures do cause some problems; you're never too sure what's relevant in a picture, so you have to do a lot of random clicking, hoping to hit something interesting every so often. The descriptions, however, are occasionally genuinely funny; like this month's *Dizzy* parody, it's all been done very much with tongue in cheek.

VERDICT: As a game it's pretty darned awful, but it scores for novelty value. It's fun in a warped kind of way.
RATING: ★★★

Oh no, Mel's been hit by a cheap BBC laser effect!

DR MARIO WONDERLAND

First Choice

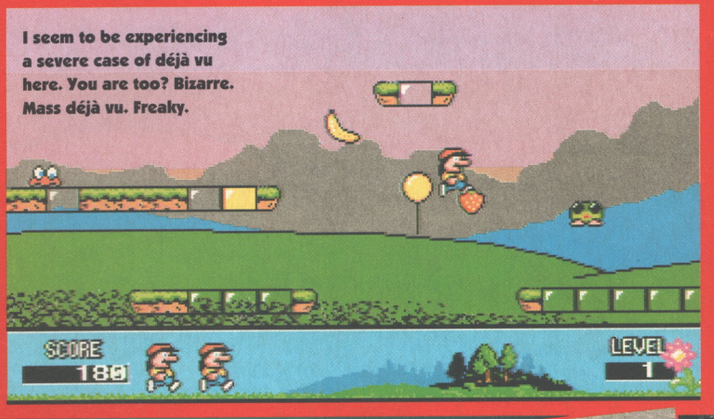
Yes, it's based on that Nintendo game, and thank God that it's being distributed as pure PD otherwise there would be the smell of lawsuits in the air (whatever they smell like, but hey, it's a metaphor, okay? Not a great one but a metaphor – lay off me.) And anyway, the main character isn't really supposed to be *that* Mario. I mean, how many plumbers do you know who are Doctors?

The game is a platformy fruit-collecting exercise, in which the main character – a plump, mustachioed fellow dressed in a red cap – has to dash about switching on loads of lights embedded in the platforms. The main obstacles are the creepy crawlies that blob around the platforms as well; if he touches them, he's dead.

Actually, they aren't the main problem. That's the inertia. Your bloke skids around the platforms like they're covered in ice. This makes the game extremely tricky to master, but it also gives it an edge over other standard platformers.

The first level, though, is far too tricky (especially if you're playing on a 1200). A couple of easier levels to get used to the controls would be handy. But on the plus side the game does come with a level editor, so you could design yourself an easier level if you wanted (though isn't this just laziness on behalf of the programmer? This DIY ethos is too much like hard work to me.)

VERDICT: It's infuriatingly tricky but still fun, though not a patch on the game that inspired it.
RATING: ★★★



I seem to be experiencing a severe case of déjà vu here. You are too? Bizarre. Mass déjà vu. Freaky.

AIR ACE

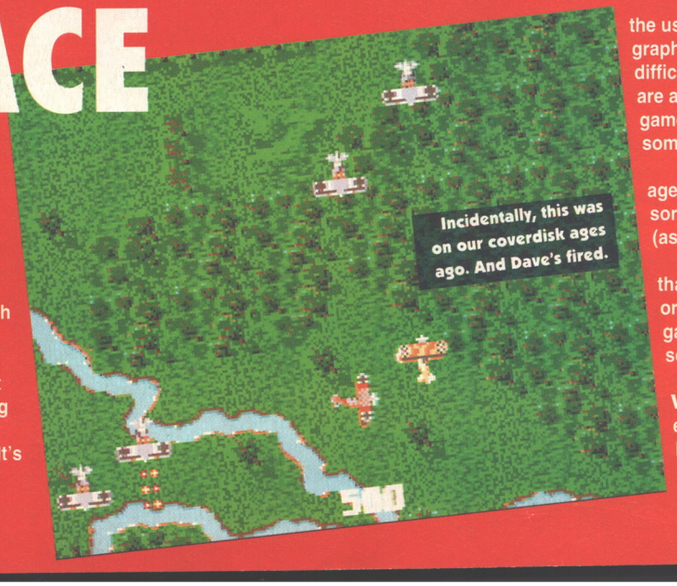
First Choice

Look, I tried to avoid it, honest. But recently I've been using up decent software at a fair old rate. So it had to happen. Yup. The *Shoot-'Em-Up Construction Kit* review of the month has returned.

This one, as you probably guessed from the name, is all about World War 1 fighter planes engaging in dogfights (and we're talking poodles rather than pit bulls here). It's the usual vertically scrolling tedium, though the graphics are a darned sight better than usual, the difficulty increases intelligently and the enemy attacks are a lot more unpredictable than in most *SEUCK* games. Hey, could this have been programmed by someone with a smidgen of imagination? Surely not.

But before it sounds like I'm going soft in my old age, let me assure you that it is still very irritating. It's sorely in need of a few power-ups or even extra lives (as if you'd really want to play it for any longer).

By the way, the other day I saw a *SEUCK* game that impressed me because it displayed a spark of originality. Some bloke had actually created a maze game in *SEUCK*. That's right. It didn't vertically scroll. And it was vaguely enjoyable. Think on it.



Incidentally, this was on our coverdisk ages ago. And Dave's fired.

VERDICT: We've seen it all before (apart from the end-of-level airships, but they don't really save it).
RATING: ★★

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THE BOTTOM LINE

Now the wisdom of the ancients can be yours, with our super secret games-for-money formula. Pay special heed to those entries in blue – they are novices to the scene. And attend with care to ones in red, for they are mighty indeed.

THE BOTTOM LINE
(AND HOW TO UNDERSTAND IT)

★★★★★ Excellent ★★★★★ Nearly there ★★★★ Very good
★★★ Has its moments ★★ Flawed ★ Dire

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works...
The top bit is easy:
GAME NAME
Publisher Price

Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All-Time Top 100, its position comes next, followed by

the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about just about every full price game you're even slightly likely to think about buying.

WHO'S WHO AP – Adam Peters ● CW – Cam Winstanley ● DG – Dave Golder ● GP – Gary Penn ● JD – Jonathan Davies ● KF – Karl Foster ● LB – Linda Barker ● LE – Les Ellis ● MR – Mark Ramshaw ● MS – Matthew Squires ● NW – Neil West ● RL – Richard Longhurst ● RP – Rich Pelley ● RR – Ronnie Randall ● SC – Stuart Campbell ● SM – Steve McGill ● TN – Tim Norris ● TT – Tim Tucker

1869
Flair Software £29.99

AP27 79% DG
Powerfully complex high seas trading sim set in, you've guessed it, 1869. Easy to get into, generally fantastic for strategy fans and history-of-shipping enthusiasts, but otherwise just a little bit dull from a visual action point of view.
★★★

3D CONSTRUCTION KIT 2
Domark £49.99

AP21 80% JD
This is a games creation utility which gives you the power to put together your own 3D environments and make games out of them. This version gives you extra features not found on the first, like the ability to add sound effects, support for spheres and a disk full of clip art. It's quite hard to get into the programming, but it's still a lot easier than other languages and a neat way to get into creating 3D games. ★★★★

ABANDONED PLACES 2
ICE £34.99

AP27 58% TN
Follow-up to (surprise, surprise) *Abandoned Places 1*, this is fairly standard RPG fare. It's big, it's easy to control and it looks great, but in the end, you'll find that the disk-swapping and copy-protection-code-demanding really get in the way of your fantasy enjoyment. Competent, but hardly outstanding. ★★

A-TRAIN
Ocean £34.99

AP24 82% RL Top 100 No.81
Slow-paced but thoroughly engrossing god sim, where you build up towns around a fledgling train network. Stunning graphics and gameplay so deep you'd probably break your ankle if you fell into it. A visually attractive strategy game – now there's something you don't see every day.
★★★★

ALIEN³
Acclaim £25.99
AP22 85% GP Top 100 No.38
Not a totally accurate representation of the third in the Alien saga, but it does capture the feel of the Alien films in general and, more importantly, it's a great game. A platform blast-'em-up that's not particularly original but provides loads of fun and atmosphere. Good stuff. ★★★★

THE ANCIENT ART OF WAR IN THE SKIES
Microprose £34.99

AP27 65% CW
Wide-ranging World War 1 air combat and strategy sim, mostly let down by horrendous disk accessing. You can swap between an overall view of the battlefield, and sitting in with your bomber and fighter crews on missions – bombing runs are great fun, while dogfights, er, aren't. It adds up to an entertaining and challenging wargame that's tricky to recommend unless you've got a hard drive. ★★★

ARABIAN NIGHTS
Mirage £34.99

AP25 83% LB
I know what you're thinking, punk – "Oh no, not *another* cute platform game". Up to a point, you'd be right – *Arabian Nights* has all the hallmarks of a good old scrolling romparound, *plus* cryptic puzzles, massive built-in cuteness factor, and extraordinary (if occasionally frustrating) high speed. Great fun.
★★★★★

AV-8B HARRIER
Domark £39.99

AP22 47% JD
A Harrier sim that's so accurate it's a chore. For anyone without an A1200, forget it, it's too slow. It's still dull on the A1200, with uninspired graphics and very little entertainment value. Could be the most accurate Harrier sim available (on the A1200 that is), but not a game to get excited about.
★★ (★★★ for A1200)

B17 FLYING FORTRESS
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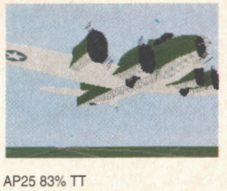


AP25 83% TT
Remember the film Memphis Belle? Well, if you've ever wanted to take on the roles of the entire crew of a B17 strategic bomber, then this is the simulation for you. It's a little short on high-speed graphic action, but more than makes up for it with attention to detail and seriously nostalgic World War 2 ambience. ★★★★

BACK SIDES
Emotional Pictures £25.99

AP27 20% JD
The ancient game of Othello has mesmerised mankind for centuries. And now (at last), it's been brought bang up-to-date – in this new version, the more tiles you flip, the more you get to see of 'attractive' young ladies in various states of undress. Now, you might expect this to be poorly programmed, badly playtested, tacky old rubbish – and you'd be right. It's also pretty good at playing Othello, though. Damn. ★

BARD'S TALE CONSTRUCTION KIT
Electronic Arts £29.99
AP23 62% JD
It's a construction kit for *The Bard's Tale*, isn't it? Does the job well, but you'd have to be a real fanatic to plough through the unfriendly and unforgiving interface it uses to do it. Then again, if you were thinking about buying this in the first place, that's exactly what you'd be. So, er, that's alright then. ★★★

BATTLE ISLE '93
Blue Byte £25.95

AP27 86% CW
Not the long-awaited *Battle Isle 2* (due out in early 1994), but pretty much the original *Battle Isle* set in space – on a moon, to be more specific. Including all the stuff that made *BI* such a favourite (plus, unfortunately, the original's occasionally annoying slowness), this is a wargame that would entertain many an arcade fan with a good hour or so to spare. ★★★★

BAT 2
Ubi Soft £30.99
AP19 80% RL
With so many different styles of gameplay in here it could have been a real mess but the strategy and 3D elements combine really well with the adventure and RPG to give a cracking game. Nice one. ★★★★

BC KID
Ubi Soft £25.99

AP19 89% GP Top 100 No.86
Supercute platform beat-'em-up, brimming with style, character and humour. Very playable and very lovable. ★★★★★

BEAVERS
Grandslam £25.99

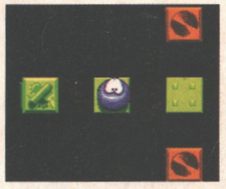
AP26 71% SC
Adequate cute platformy antics, featuring a beaver. Natural history devotees may be disappointed by the lack of attention to dam-building, while the rest of us have to put up with dodgy controls and loads of disk-swapping. Engaging enough while it holds your attention, but really nothing all that special.
★★★

BILL'S TOMATO GAME
Psygnosis £29.99
AP21 81% TT Top 100 No.43
Bill wrote it, Terry and Tracy Tomato star in it and you play it. Totally bizarre and thoroughly original gameplay gets you to propel a tomato across the screen using fans, trampolines and jack-in-the-boxes. With a hundred levels involving all sorts of puzzles, this will keep you going for ages.
★★★★★

BLADE OF DESTINY
US Gold £39.99

AP30 67% (A1200 75%) RP
It might look like another *Legends Of Valour*, but don't be fooled – this RPG is dull, badly-designed, a major pain to play without a hard drive, and stupidly, greedily, ridiculously expensive. Don't bother.
★★★

BLOB
Core Design £25.99



AP29 88% SC
Get this – you control a friendly blue blob who bounces up (out of the screen) and down (into the screen) onto little floaty platforms hanging in space. Off-beat? Definitely, and playing this puzzler's even more bizarre than reading about it. For a plain round thing, the blob's so cute it's practically illegal, and watching it plummet to its death is a sight that can reduce even grown men to tears.
★★★★★

BODY BLOWS
Team 17 £26.99

AP24 89% TT Top 100 No.53
The Amiga beat-'em-up that *Street Fighter 2* should have been. It's a gloriously slick fightfest where you can actually control your character with an amazing degree of lethal accuracy. The only downer is how long you can bash your mates before it gets a bit boring.
★★★★★

BURNING RUBBER
Ocean £25.99
AP30 79% SC
A curiously different driving game, concentrating more on a near-realistic rallying notion than outright high-octane driving thrills, and turning out all the better for it. It's technically

a bit shabby, to be honest, but it's surprisingly good fun. ★★★★

CAESAR
Impressions £29.99

AP19 84% DG
Ruddy heck! At last, a halfway-decent wargame thing! Lots of strategy, good presentation, compelling gameplay. Generally, it's pretty good. Blimey. ★★★★

CAESAR DELUXE
Impressions £29.99

AP30 68% RP
Sim City-esque strategy wargame type of affair, with more to do than the original (that's both the original *Caesar* and the original *Sim City*), but no particularly interesting ways to do any of it. Not bad, but it doesn't transcend its setting for non-Roman Empire fans. ★★★

CASTLES 2
Interplay £34.99

AP29 44% CW
It's every boy's dream to grow up and be the ruler of a small European province between the years of 1337 and 1453. At least that's the messed-up head-trip the programmers of this must have been on when they launched *Castles 2* on the unsuspecting masses. Grainy monochrome movie footage fails entirely to take your mind off the slow pace and shockingly poor battle sequences of this listless strategy/battle/conquest game. ★★

CHAMPIONSHIP MANAGER '93
Domark £25.99
AP27 80% TN
Excellent footy management sim, and a big improvement on its prequel, with (it's claimed) 37 additional features. Astonishing attention to detail makes it ideal for the more cerebral strategists among you, but there's still no on-screen football action – if you want to see your lads giving it 101% out there on the pitch, go for *Graham Taylor's* instead. ★★★

THE CHAOS ENGINE
Renegade £25.99
AP22 89% SC Top 100 No.14
The Bitmaps return with an absolute corker of a shoot-'em-up. A cross between *Gauntlet* and *Speedball 2*, this looks, feels and plays like a dream, with bundles of atmosphere and gorgeous graphics too. Most importantly, it's great fun to play, and the two-player mode is even more brill. Unmissable. ★★★★★

CHUCK ROCK 2 – SON OF CHUCK
Core £25.99

AP24 83% CW Top 100 No.66
Chuck's son Junior battles against some of the biggest, cutest monsters of all time to get his pot-bellied dad back. Formula platform material is spiced up with funny and playable sub-games and high-class cartoon characters. ★★★★

COHORT 2
Impressions £29.99

AP26 52% CW
Roman battle sim that works either as add-on for *Caesar*, or as a stand-alone strategy wargame. By themselves, the battles tend to be confusing rather than enthralling, while the fact that you can win without giving a single order is a little, er, suspicious from the tactical involvement point of view. ★★

COMBAT AIR PATROL
Psygnosis £29.99
AP23 88% CW Top 100 No.59
Spiffing flight sim with the emphasis heavily on the all-action shooting aspect. Really good fun, and the most enjoyable flight sim since *Knights Of The Sky*.
★★★★★

COOL WORLD
Ocean £25.99
AP21 59% TT
Enjoyable (if unoriginal) platform game with clumsy character control as its main fault. The link to the film is tenuous to say the least.
★★

CREATURES
Thalamus £25.99

AP24 20% SC
A cutesy, platformer type of affair where the only real entertainment comes from the single-screen torture scenes. Pixel-perfect jumps prove tiresome, and come to think of it, so do most of the other features. Not at all a fun experience. ★

CRYSTAL KINGDOM DIZZY
Code Masters £19.99
AP23 25% SC
Issue 23 was a bit of a nightmare for over-priced software, and this was possibly the worst offender of all. Even the Dizzy fans in the office (well, Stuart) thought this was the worst-designed and most annoying to play Dizzy game to date, so making it cost three times as much as the rest has to be a bit of a mistake. ★

CYTRON
Psygnosis £29.99
AP21 61% SC
Paradroid 90 done again, only not as well. A robot slides uncontrollably about a maze shooting other robots and splitting up into two little robots occasionally. Lots of other options liven things up, but only for a few minutes. ★★

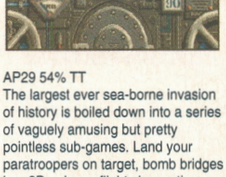
DARK QUEEN OF KRYNN
SSI £32.99

AP19 67% JD
Yet another Krynn game, just the same as every other Krynn game you've ever seen. (And if you've never seen one, they're primitive RPGs with ridiculous price tags and as much user-friendliness as a pit bull terrier with its tail caught in a door.) The graphics are a bit better than usual, though.
★★★

DARKSEED
Cyberdreams £34.95

AP22 88% CW Top 100 No.61
Giger-designed graphic adventure that oozes class and sophistication and creates a world all its own. A truly original game with masses of atmosphere and sick and slick action. Not for the faint of stomach.
★★★★★

D-DAY
US Gold £29.99



AP29 54% TT
The largest ever sea-borne invasion of history is boiled down into a series of vaguely amusing but pretty pointless sub-games. Land your paratroopers on target, bomb bridges in a 3D polygon flight sim section, attack farmhouses in an isometric combat section. And so on.
★★

DESERT STRIKE
Electronic Arts £29.99
AP25 92% TT
One of the best games on the SNES and Mega Drive just got a whole lot better. Naturally enough, the Amiga version of this isometric helicopter gunship classic has got better graphics, better explosions and generally all the stuff you need to turn your puny console-owning friends *Lemmings*-hair-green with envy. The gameplay's a bit simple, but there's plenty of missions and a brilliant Gulf-War-feel all round (if that's your cup of tea).
★★★★★

DIGGERS
Millennium £29.99

AP30 80% CW
Near-interesting strategy arcade effort (the first ever AP CD32 review, trivia fans), but almost entirely scuppered by a thoroughly horrible control system. It's massive, but you're not going to be able to suffer the controls long enough to see much of a percentage of it. ★★★

DOGFIGHT
MicroProse £34.99

AP30 80% CW
A flight sim without all the sim-ing, this is a straight shoot-out in the sky, made all the more interesting by being able to take on enemies from pretty much any point in time, with any plane of your choice. It's a bit slight for the price, maybe, but a whole lot of fun all the same.
★★★★

DRAGON'S LAIR 3: THE CURSE OF MORDREAD
Ready Soft £34.99

AP22 24% TT
The third instalment in the *Dragon's Lair* series has the usual mix of wonderful animation and design with doses of cartoon humour, but sadly no gameplay worth mentioning. Offers no lasting enjoyment. ★

DUNE 2
Virgin £30.99

AP28 91% CW
Not really "more of the same", more a case of "more of something else" – the first *Dune* was a stonking desert planet strategy adventure, and this is a sort of *Sim-City*-meets-*Battle-Isle* wargame affair. And very hot it is too, with real-time combat action and a nice line in synthesised speech as you send your troops off to fight in the scorching spice-wastes. You build, you fight, you harvest, you explore and, er, you fight again. But then again, that's what galactic domination is all about. ★★★★★

DUNGEON MASTER/ CHAOS STRIKES BACK
Psygnosis £25.99
AP21 81% AP
Standard RPG fare packaged in a thoroughly playable and atmospheric package of two games. *Dungeon Master* is the old one, *Chaos Strikes Back* the newie, and you'll either love them or hate them both, depending on your views on RPGs. ★★★

ENTITY
Loriciel £25.99

AP25 74% SC
The prehistoric platforming adventures of an, er, generously proportioned young lady who gets her kicks by punching out dinosaurs and other mythical beasts. Good static graphics, slightly dodgy animation, and a bit of fun while it lasts (which may not be too long). And phwoar, eh lads? ★★★

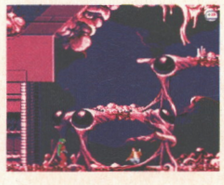
EURO SOCCER
Flair Software £25.99
AP22 39% JD
Yet another game which fails to challenge *you-know-what* as the greatest football game of all time. The goalkeepers are hopeless, the control system is seriously lacking, the scrolling's too slow... if you want to play computer football, look under 'S'. ★★

EXODUS
Demonware £29.99
AP22 58% DG
Very hard to get into, with no help from the manual. Loads to tackle if you can manage to break through, but not particularly rewarding unless you're prepared for months of space exploration and engine maintenance.
★★

FIREHAWK
Code Masters £19.99

AP28 45% TN
Overhead-view helicopter-vs-druglords blast-'em-up jazzed up with a weird skeet-shooting sub-game. The every-which-way scrolling action can get pretty frantic at times, but that's mainly because the dodgy control system makes it almost impossible to tell which way your chopper's pointing. Okay but no *Desert Strike*. ★★

FLASHBACK
US Gold £37.99

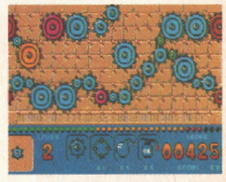


AP25 92% CW
Another *Another World*, only this time the graphics are even better and there's a good deal more to the gameplay. The extraordinary in-game animations have to be seen to be believed, and the horrific arcade adventure playability keeps you coming back for more. It's kind of pricey, and some sections are too frustrating, but *Flashback's* still a major milestone in Amiga gaming. Ooh yes. ★★★★★

FOOTBALL TACTICIAN
Talking Birds £22.95

AP29 61% SC
Very much a bog-standard football management game, with few reasons to buy this one rather than one of the numerous other ones. You do get versions for most nationalities of the globe, and can play Scotland, England or even Italy. So that's alright then. ★★★

GEAR WORKS
Hollyware £19.99



AP30 60% SM
Awful-looking, but sneakily intriguing, puzzle game based on connecting up gears in what looks like the insides of a clock. It's not an instant hit, but persevere through the first few levels and you'll find a pretty absorbing little puzzler at a halfway-reasonable price. Nothing very exciting, admittedly, but good stuff for (ngh!) fans of puzzle games. ★★★

GLOBAL CONFLICT
Quantum Software £12.99 (startup kit)

AP28 53% CW
Modern-day play-by-mail world domination game. To play, you get a map, a strategic update screen, and some reasonably effective sound effects to convey the combat sequences. But can the vagaries of the British postal system compete with the up-to-the-minute tactical thrills of modern link-ups? Our reviewer thought not. ★★

GLOBAL GLADIATORS
Virgin £30.99

AP28 84% TT
At last – a cute platform shoot-a-rama with a difference you'll enjoy. Excellent graphics, slick gameplay, lovely big levels, endearing characters – you name it, you "got it" (as I believe these modern fast-food outlets are saying nowadays). There's a few too many jumping-into-empty-space-and-hoping situations for entirely comfortable gameplay but, medical experts agree, it's still the ideal antidote to 'platform fatigue'.
★★★★

GOAL!
Virgin £30.99

AP26 82% TT
Kick Off 3 in all but court injunction – Dino Dini once again dares to go up against the footballing might of *Sensible Soccer*, and, the truth be told, comes off a lot better this time. Loads of options offer practically everything you could ask for in an arcade soccer game, with the possible exception of *Sensi's* super-intuitive control system. But, hey, maybe that's what you *Kick Off* fans prefer (and deserve). ★★★★

GOBLIINS 2
Coktel Vision £29.99
AP21 78% CW
It's more fun to watch than most cartoons on TV today, and scores highly in the fun and humour departments. The graphics and sound are wonderful too, but puzzles that are unbelievably contrived and a few annoying gameplay glitches can make this adventure tiresome at times. Well worth a go.
★★★★

GRAHAM GOOCH WORLD CLASS CRICKET
Audiogenic £29.99
AP26 80% TN
Definitely the best Amiga cricket sim so far. Though whether that makes it a worthwhile game all-round still very much depends on whether you've got the patience for ordinary cricket – never a fast-paced full-action sport, even at the best of times. Loads of options, a good (if brief) 3D bit and crap sound. How's that?
★★★

GUNSHIP 2000
MicroProse £35.99

AP28 85% CW
Apaches, Blackhawks, Super Cobras, Defenders, Kiowa Warriors – if high-powered helicopter combat sims are your game then *Gunship 2000's* probably your, er, name. Compared to the hugely popular original, this is very fast (even on a standard Amiga) with plenty of customisation options so you can tailor the tank-busting and chopper-downing entertainment to your own ability. And even the extensive pre-mission disk-swapping doesn't seem so bad. One of the top sims around.
★★★★★

HIRED GUNS
Psygnosis £29.99

AP30 88% SM
After a wait so long that it wasn't even funny any more, DMA Design's four-player *Dungeon Master* clone is here, and it's a winner. *Hired Guns* is big, it's hard, and you'll have to be pretty damn clever to make much of an impact on its gargantuan world. There's something here for everyone – a damn good game. ★★★★★

HISTORY LINE
Blue Byte £34.95
AP22 87% RL Top 100 No.20
Wargames don't come much better than this. A World War 1 strategy game that succeeds by having a wonderfully easy control system, graphics galore and tight gameplay which keeps you well involved in the action. An example of what a good wargame can do.
★★★★

HUMANS – JURASSIC LEVELS
Mirage £19.99 data disks, £29.99 stand-alone

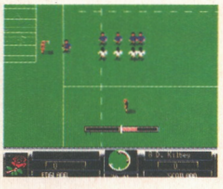
AP26 63% CW
Another 80 levels for the game that's trying so hard to be *Lemmings* that it hurts your fillings. Puzzles tend to be frustrating rather than fun – if you liked *Humans*, you'll love this. Otherwise, avoid. ★★

INDIANA JONES AND THE FATE OF ATLANTIS
LucasArts and US Gold £34.99

AP21 90% GP Top 100 No.57
Graphic adventure in the same vein as *Monkey Island*, with depth and story surpassing even the films at times. Brilliant in every respect except one – the amount of disk swapping renders the game almost unplayable, but it's almost worth buying a hard disk just for this.
★★★★★

INDIANA JONES AND THE FATE OF ATLANTIS – THE ACTION GAME
US Gold £25.99
AP22 36% CW
Indy fans are well advised to avoid this tiresome and dull game and go for the adventure game with the same title. ★

INTERNATIONAL RUGBY CHALLENGE
Domark £25.99



AP26 2% SC
Internationally Rugbily Challenged, more like. ★

ISHAR 1200
Daze £29.99

AP29 84% DG
You want good graphics? If you've got an A1200, then it's always good to know that your gear's that little bit better than your neighbours, but although the A1200's extra palette adds to the pictures, it's still the same old game as the standard *Ishar*.
★★★★

ISHAR 2
Silmarils £29.99

AP28 79% JD
Despite all your efforts in the first instalment, doom's still stalking the land of Ishar – which is all the excuse you need to assemble a hearty band of adventurers and set off on a bizarre 3D walking-into-the-screen mission to collect the parts of a magical poem. Or something. It all adds up to a thoroughly professional RPG that'll please *Ishar* and other fantasy fans immensely. Fab graphics too. ★★★

JOE AND MAC CAVEMAN NINJA
Elite £25.99
AP22 22% SC
Horrible graphics, tragic control system and uninspiring gameplay combine to make this a true turkey. Don't waste your cash. ★

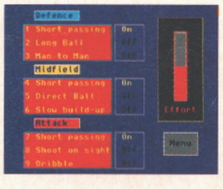
KGB
Virgin £30.99

AP21 87% TN
An adventure game that steers well clear of the well-worn 'myth and magic' themes, and instead goes with a well-researched contemporary approach. The atmospheric graphics and numerous characters give it depth, but the linear storyline leaves little scope for exploration. ★★★★

KRUSTY'S SUPER FUN HOUSE
Acclaim £25.99

AP22 74% SC
Bright and colourful, this is a faithful conversion from the SNES. Platform fun with some brain-tickling puzzles, it's only let down by the slightly repetitive gameplay. Also the passwords for accessing levels are pitched too far apart, making it difficult to dip into. A very good, but sadly flawed, platform puzzler.
★★★

LEEDS UNITED CHAMPIONS
CDS £25.99



AP21 74% AP
No arcade action with this, it's a management sim all the way. It's easy to control, with loads of options, and although not the best football management game around, it's a lot better than the worst. It also suffers from being inextricably tied to Leeds United football team, which means that however good it is, some people just aren't going to buy it.
★★★

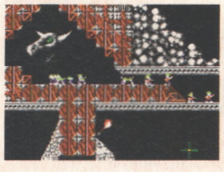
LEGENDS OF VALOUR
US Gold £39.99

AP23 88% MR Top 100 No.24
Amazing-looking texture-mapped RPG, an absolute dream to play, but at an absolute nightmare of a price. Still, with this kind of thing you usually always get a lot of playing time for your money, so that's sort of alright. ★★★★

LEMMINGS DOUBLE PACK
Psygnosis £29.99

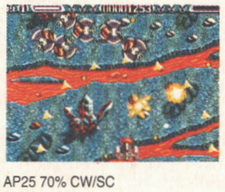
AP21 80% TN
If you've never heard of this then where have you been all decade? The unavoidable all-time classic game of rodent rescue packaged together with *Oh No! More Lemmings*, which is pretty much more of the same. Surely as many levels as you're ever going to want, but, given the age of these games, the high price is a shame.
★★★★

LEMMINGS 2 – THE TRIBES
Psygnosis £29.99



AP24 92% SC Top 100 No.8
Super lemmings, jet-pack lemmings and hundreds of tiny McLemmings, what more does a sequel to one of the most popular games of all time need? With 52 different lemmings, save game options and an actual storyline, *Lemmings* the Second rises above an already pretty damn spiffing original.
★★★★★

LETHAL XCESS
Eclipse £TBA

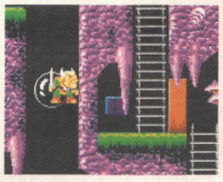


AP25 70% CW/SC
Isn't it about time we had another vertically-scrolling shoot-'em-up? What do you mean, "No"? *Lethal Xcess* is genuinely professional carnage along similar lines to *SWIV*, with some nice new ideas of its own. Where it falls down is the ridiculous level of difficulty which will sorely test all but the most fanatical autofire fans. And it's just not as good as *SWIV*, either.
★★

LIONHEART
Thalion £25.99

AP22 88% MR Top 100 No.74
The Amiga is pushed to its limits with the most amazing graphics and parallax scrolling yet seen. The game's not bad either, being a platform slasher, and it's probably the best of its genre on the Amiga. Large, dynamic and great to look at, it will keep you busy for some time.
★★★★★

THE LOST VIKINGS
Interplay £29.99

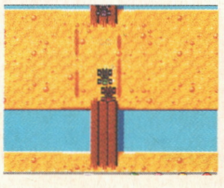


AP27 87% TT
Original. Cute. Addictive. Funny. Infuriating. Enjoyable. And 'brilliant'. These are just some of the adjectives which Tim 'Mr Vocabulary' Tucker used in his review of *The Lost Vikings*. And with good reason – with 37 levels of 3-character action, this is (at last) a platform-puzzler that really does something new for the genre. The controls are a bit odd, and the backgrounds could have been prettier, but generally this is a real platforming 'must-have'. ★★★★★

McDONALD LAND
Virgin £25.99
AP19 67% JD

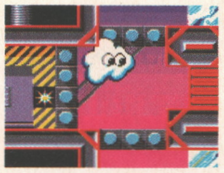
Uninspiring 8-bitty NES-y formula platform thing that's not actually terrible or anything like that, just depressingly mediocre. ★★★

MICRO MACHINES
Code Masters £25.99



AP30 88% SC
Finally arriving from those pesky consoles, this is certainly the most original, and just as certainly the best, overhead-view racing game the Amiga's ever seen. A wide variety of settings and vehicles with very real handling differences means the chances of you ever getting bored of *Micro Machines* are about the same as of *Sonic The Hedgehog* getting converted to the Spectrum. ★★★★★

MORPH
Millennium £25.99
AP27 86% TT
Previously titled *Metamorphosis*, this is a zany platform-puzzler – with a twist. And a turn, and an impromptu lesson in thermodynamics thrown in for good measure. You're a collection of molecules that can change state (into a solid, gas, liquid, or whatever) in order to solve puzzles and then change state again – and so on. Well-designed puzzles and cute graphics make it hugely addictive – and that's what it's all about. Oi.
★★★★



MOTORHEAD
Virgin £15.99

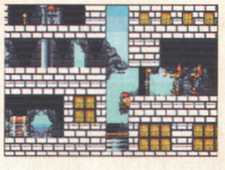
AP21 71% CW
Loads of hacking and slashing as you rock, roll and belch your way around the music biz. It's a horizontally scrolling beat-'em-up, and it's not particularly original, but it has a nice dose of humour and it's a good price. Professional and fun, it's worth a look. ★★★

NAPOLEONICS
On-Line £34.99

AP30 22% DG
Unutterably awful wargame for dreary anally-retentive psychopaths with dysfunctional personalities. ★

NICK FALDO'S GOLF
Grandslam £34.99
AP22 88% TT Top 100 No.33
Fast, pretty and enormously satisfying to play, this is still the best golf game for your Amiga, with only *PGA Tour Golf* coming anywhere near it. There's a very accurate golf feel to the game which will please fans of the real thing but not deter others, and Nick himself is on hand to give you handy advice if you need it. If you don't yet have a golf game, get this – you'll love it.
★★★★★

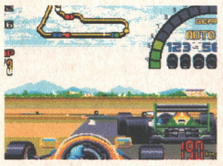
NICKY 2
Daze/Microids £25.99



AP29 34% RL
If the Department of the Environment were to form a select committee to lay down a national standard for platform games, and government-approved programmers were then employed to program it, then the end result would be *Nicky 2*. It's got most things – hidden bonus levels, flying shoot-'em-up bits, jumping on the heads of bad guys. On the other hand, it only lacks a few facets, like excitement, surprises, pace, playability – that sort of thing. ★

NICKY BOOM
Microids £25.99
AP21 50% GP
A standard scrolling platform game with nothing new to add. Almost suitable for younger players, but the big monsters are too hard, and hardened gamers will be bored. ★★

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Gremlin £29.99



AP21 78% TT
It's a racing game, and no better or worse than many others on the market today. It's fun to play though, and the large number of courses and interesting background graphics should give it a long shelf life. The sound's a little weak, but it's a small complaint for such a good game.
★★★★

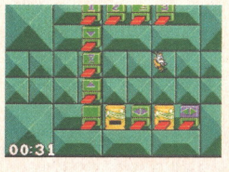
NIGEL MANSELL'S WORLD CHAMPIONSHIP (ENHANCED 1200 VERSION)
Gremlin £25.99
AP25 52% SC
Not really very enhanced at all. Still quick to get into though.
★★

NIPPON SAFES
DMI £29.99

AP26 85% TT
Imagine *Monkey Island*, programmed by Italians, set in modern-day Japan, and with a unique 3-way multi-character 'parallaction' system. And without any monkeys or islands in it. Now you're getting close to how much fun this tasty cartoon-style graphic adventure offers – great plot, reasonably tricky puzzles, and quite a few laughs too. The high price and 5-way disk-swapping are the only real problems with it.
★★★★★

NODDY'S PLAYTIME
Jumping Bean Company £24.99
AP21 75% RL
A children's game which parents will also enjoy, it's easy to play and gives lots of learning opportunities. Heavy disk swapping makes it hard for kids to play on their own, but it is professionally done, highly enjoyable and should succeed in appealing to the younger children it's aimed at.
★★★

ONE STEP BEYOND
Ocean £19.99



AP29 87% CW
QUAVERS star, Colin 'QUAVERS' Curly is the only character in this platformy puzzler type thing featuring sliding platforms and QUAVERS. You may feel that having QUAVERS in a game is a tad needless and merely an excuse to advertise QUAVERS, and you'd be right. However, QUAVERS aside, it's still a groovy and fun and funky and taxing and, and... lots of other Good Things sort of puzzle game that needs you to think AND react quickly. Oh, and did we remember to mention QUAVERS? ★★★★★

OVERKILL
Mindscape £19.99
AP30 84% SC

Fast and sexy A1200-only *Defender* derivative for slightly more exciting anally-retentive psychopaths with dysfunctional personalities. ★★★★

PALADIN 2
Impressions £29.99
AP19 61% LE
A strategy/RPG that's reasonably playable, but when you get into it you inevitably discover it's got no real substance whatsoever. Still, the construction kit extends the life a little beyond this point. ★★★

THE PATRICIAN
Daze £29.99

AP29 54% JD
All those of you out there who are really into the Hanseatic League of merchants who traded across Europe in the 13th and 14th Centuries are in for a real treat with this one. Although you trade across the world, marry for status and money and fight off pirates, all the action seems to be fixed in Europe, and the intricately animated graphics don't really detract from the big question – is there anyone out there who's going to be interested in this?
★★

PINBALL FANTASIES
21st Century Entertainment £29.99

AP19 89% SC Top 100 No.6
More brilliant pinballing action in the follow-up to the legendary *Pinball Dreams*, but it's a little less consistent than its predecessor and, scandalously, £5 more expensive. Still, the best table is astoundingly good, and practically worth the cash by itself. Pretty damn fab all round, but there's still enough room for improvement for someone to write the absolutely definitive Amiga pinball game.
★★★★

PIRACY
ICE £29.99

AP23 34% TT
Trading game with crap beat-'em-up sections and pseudo-3D maze bits. Rudimentary graphics, not a lot of depth (although at least there's plenty of variety), and generally nothing you'd really want to spend any amount of time playing. ★

POOL
Virgin £25.99
AP19 82% SC Top 100 No.18
The follow-up to *Snooker* but with an improved control system and game

engine. It's not all that different, but pool fans are bound to love it. It probably isn't worth buying if you already have *Snooker*, but if you don't then get this instead.
★★★★

POPULOUS 2: THE CHALLENGE GAMES
Electronic Arts £14.99
AP21 49% GP
Even at £15 this is too much to spend on what is basically an extras disk to the original game. 500 new worlds and 42 challenge games, but there's little that you couldn't do yourself with the custom game option. For *Populous* perverts only.
★★

PREMIER MANAGER
Gremlin £25.99

AP22 80% TT
Excellent football management game from Gremlin that's not too complex and is enormously satisfying. Start as the manager of a Conference team and work your way up to the giddy heights of a Premier League club. And all without the threat of a nervous breakdown in the process.
★★★★

PUTTY
System 3 £25.99

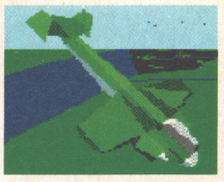
AP18 90% MR Top 100 No.28
One of the Amiga's finest and most utterly silly moments yet. The loading can be a bit of a pain but everything else (especially the sound and Uncle Ted) is wonderful. System 3 have pulled out all the stops on this one to give you more laughs for your money than any other game around.
★★★★★

RAGNAROK
Mirage £34.99

AP23 74% TT
Nice version of an ancient Norse boardgame, slickly presented and engrossing to play, but hampered by one of the most ludicrous price tags we've seen in months. 35 quid for Viking chess? We think not.
★★★

RAMPART
Domark £25.99
AP21 66% SC
Great fun in the two-player mode, but spoiled by sluggish controls. It's overpriced for a conversion that isn't as good as either the original or other format versions. ★★

REACH FOR THE SKIES
Virgin £30.99



AP27 80% DG
Shockingly expensive but surprisingly accessible WW2 flight sim – with the added bonus of a strategy section that's actually worth playing. Top-notch high-speed flying sequences, with not too much realism to get in the way of having fun.
★★★

RED ZONE
Psygnosis £25.99

AP19 54% TN
The control on the bike is abysmal which doesn't help when you're careering round a track at 140mph. The graphics are not as smooth as they could be and, combined with the controls, make this a definite miss.
★★

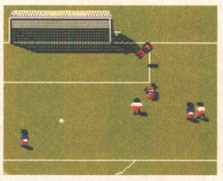
ROAD RASH
Electronic Arts £25.99
AP19 70% SC
Brilliant conversion of the Mega Drive title, which unfortunately only serves to emphasise the thin-ness of the original game. Good fun, but very simplistic – you'd be a lot better off with *Crazy Cars 3*.
★★★

ROBOCOD ENHANCED 1200 VERSION
Millennium £24.99

AP28 84% TT
Now, depending on who you believe, Robocod is either "THE platform cutie to beat all platform cuties" (Tim Tucker) or just "pretty damn dull" (Stuart Campbell). Either way, only a fool would try to deny that this version has loads more colours, lovelier backgrounds and five bonus levels. By all accounts, £25 well spent if you don't already have the ordinary *Robocod* game, but probably not worth it if you do. Or if you happen to be Stuart Campbell, say. ★★★

ROBOSPORT
Ocean £29.99
AP21 64% RL
Sophisticated strategy/action game of robo-warfare. Plenty of scope for tactics, weaponry and good old blasting, but the disjointed gameplay and dull graphics make it less impressive than the 'thinking man's blaster' it tries to be.
★★

SENSIBLE SOCCER '92/'93 SEASON
Renegade £25.99 stand-alone /£3.95 upgrade
AP21 94% SC Top 100 No.1
The original was voted the best Amiga game ever by you readers, and this is even better. It's more

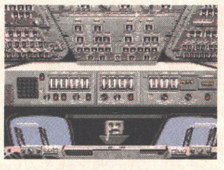


realistic, there are red and yellow cards now, the goalkeepers are better and the teams' skill levels have been tweaked, making the game tougher. Just about the best game in the world for the Amiga, so if you haven't already got it: 1. Why not? and 2. Get this one instead.
★★★★★

SHADOWORLDS
Krisalis £25.99

AP19 85% JD
Enormous fun to play, *Shadoworlds* has all the good elements of an RPG with none of the complexities. The lighting effects create a great atmosphere but sometimes the action gets a little ahead of the control system. Otherwise one hell of a game.
★★★★

SHUTTLE
Virgin £30.00

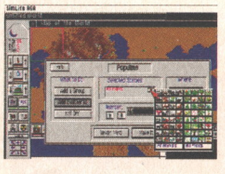


AP19 58% RL
It's taken two years to program, it's packed with detail, it's big and it's dull. It's no fun to play and the presentation is muddled. The constant disk accessing is a pain but fans of the genre will probably like it – but only because there is no other shuttle sim. ★★

SIM CITY DELUXE
Infogrames £29.99

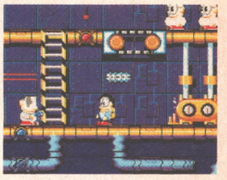
AP25 92% SC Top 100 No.11
The one true god among god sims, now repackaged in this special 'Deluxe' edition, which just means you get the original game plus the *Terrain Editor* and *Architecture 1* add-on disks for your thirty quid. Yes, thirty quid – and that's our main objection. The game's as marvellous as it ever was, but frankly over-priced in this format.
★★★★★

SIM LIFE
Mindscape £34.99



AP29 50% JD
Imagine a game that perfectly captures the excitement, high tension and fast-paced drama of watching protoplasm evolve over hundreds of millions of years, and you'll have a good idea of how thrilling *Sim Life* is. It really can't decide whether it's a game or an educational tool, and only teaches you what you already know – that crap critters get eaten. It's overcomplicated and tedious, and these are just some of its good points. ★★

SINK OR SWIM
Zeppelin Premier £25.99



AP26 68% SC
The sea-going platform-puzzling adventures of 'Kevin Codner', in which he rescues 'Dim Passengers'. Film-related puns aside, this is a good 60 levels of better-than-average cutesy antics, handicapped by very unforgiving controls. And at this price point, not a patch on *Lemmings 2*.
★★

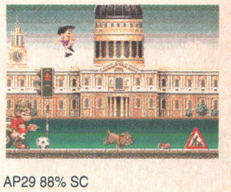
SLEEPWALKER
Ocean £25.99

AP23 84% SC Top 100 No.97
Gorgeous *Lemmings*-meets-*Sonic* arcade puzzler, made all the better by being in aid of Comic Relief. Don't buy it for that, though – buy it 'cos it's a corking little game, Ocean's best for ages. We like it.
★★★★

SLEEPWALKER A1200 VERSION
Ocean £25.99 Top 100 No.97

AP24 84% TT
Pretty much exactly the same as the normal version, only with 24 colours used in the game instead of 16. Oh yeah, and there's 256 colours in the opening sequence, apparently. Oooooohh.
★★★★

SOCCER KID
Krisalis £29.99



AP29 88% SC
A game about a kid who likes soccer could only really be called one thing, and quite unsurprisingly this is it. Annoying music is the only thing that spoils this graphically gorgeous platform romping tale of a boy's attempt to rebuild the World Cup. The links between this and *Arabian Nights* are fairly obvious, but by reducing the inertia on the main character and giving him a football (with loads of special shots) those Krisalis boys have improved on their previous Far Eastern frolic.
★★★★★

SPACE CRUSADE: THE VOYAGE BEYOND
Gremlin £24.99 (stand alone) or £14.99 (data disk)
AP23 80% DG Top 100 No.98
Loads more scenarios for *Space Crusade*, very well done without offering anything significantly new. It's a data disk, basically.
★★★★

STREET FIGHTER 2
US Gold £27.99

AP22 74% SC
The coin-op conversion that everyone was waiting for, *SF2* is the second-best beat-'em-up – after *Body Blows*. The control method works, the graphics are fairly faithful to the arcade version (with a few less colours of course), and there's enough speed to give you a good game. A brilliant two-player game, a little less fun for one.
★★★★

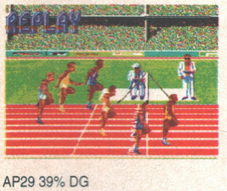
SUPER CAULDRON
Titus £25.99

AP27 26% SC
A major let-down after the earlier *Cauldron* games, and, indeed, some genuinely good stuff from the Titus crew. What's wrong with it? Well, pretty much everything, in fact. You'd have more fun playing with a real cauldron. Of soup. ★

SUPERFROG
Team 17 £26.99

AP26 78% CW
First of a 'new generation' of console-influenced Amiga games, this is a super-smooth, super-fast, super-cute platformer with no need at all to mention *Sonic The Hedgehog* (I mentioned it once, but I think I got away with it). Thoroughly slick and professional presentation, but, for all that, *Superfrog* lacks just a certain something in terms of charm. Come on, Team 17, we just *know* that you can do better.
★★★

SUPER SPORTS CHALLENGE
Daze £25.99



AP29 39% DG
A sports game that doesn't require you to waggle your joystick to death. We repeat, there's no waggling in this game. The Joysticks Of The World breath a sigh of relief, and a hundred thousand smutty innuendo jokes are laid to rest, but the game's innovative (they claim 'revolutionary') energy-based control system fails to inject life into ten dull track and field events that are only really interesting for the first few goes.
★

SWORD OF HONOUR
DMI £25.99

AP18 28% LE
You spend longer waiting for the screens to load than you do playing them. Nothing original here, just a poor man's copy of *The Last Ninja*. Very slow and boring.
★

SYNDICATE
Electronic Arts £34.99

AP28 91% (93% on A1200) TT
Four super pals have an exciting time sightseeing in the cities of the future, a golden land of opportunity and adventure. Oh, and I guess I should also mention the cyborgs, the crime syndicates, the horrifying selection of close-quarter firearms and the almost limitless opportunities for ridiculously sadistic violence. Yup, Bullfrog have hit the mark again with an extraordinarily absorbing strategy/god sim/shoot-'em-up, borrowing heavily from everything from Blade Runner (the film) to *3D Ant Attack* (on the Spectrum). And does it work as a coherent whole? You betcha.
★★★★★

TEARAWAY THOMAS
Global Software £25.99
AP22 79% TT Top 100 No.92
A console-beater in full glory, this is about the fastest you'll see your Amiga go – and boy is it fast. Good fun too, if in a rather simple platformy way. Take Thomas tearing through the levels to collect gems and jump on bad guys' heads – you know the score. A bit more depth would have made it an Amiga classic, but as it is it's a good romp and lots of fun.
★★★★

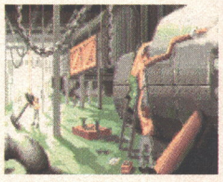
TINY SKWEEKS
Loriciel £25.99

AP19 68% RL
Previously previewed as *The Brainies*, this is a sweet little puzzler which'll get your mind turning somersaults, but won't really get you excited enough to want to plough through all 101 levels. One of the better games in the genre, though.
★★★★

TOM LANDRY STRATEGY FOOTBALL
Merit £44.99
AP26 77% TT
Excellent American Football strategy game, second only to the combined strategy/action angle of the mighty *John Madden* (of course). All the facts, figures and stats you could ever need are here, plus some pretty funky animations of players following

your plays, and uninhibited advice from Mr Landry himself. Shame there's no league table, but otherwise excellent end-zone entertainment for all you gridiron fans out there.
★★★★

TRANSARCTICA
Silmarils £29.99

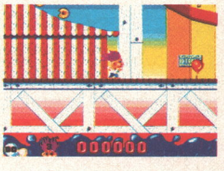


AP23 64% CW
Strategy affair with a great plot, but let down by a lack of gameplay depth and some serious slowness. A bit of a disappointment. Brr chuff.
★★

TRANSARCTICA ENHANCED 1200 VERSION
Silmarils £29.99

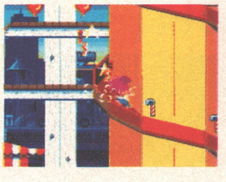
AP28 65% CW
What more could we say about this than "it's just like the original *Transarctica*, only slightly faster and with more colours in the (already lovely) illustrations"? Oh, nothing. That's okay then. ★★★

TROLLS
Flair £25.99



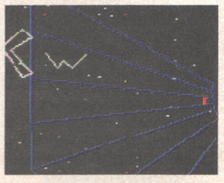
AP21 83% CW
If bright, cute and cheerful platform-type games are your thing then this has to be the one for you. Everything about this is so fluffy and nice that you want to hurl, and there really isn't really anything bad to say about it. The only thing that beats it for sheer cuteness value is...
★★★★

TROLLS (ENHANCED 1200 VERSION)
Flair £25.99



AP27 86% TT
What's the cutest thing you can think of? Now DOUBLE IT. Yes, if you thought that the ordinary *Trolls* was just-so-ever-so-sweet-and-lovely-and-nice then – well, you ain't seen nothin' yet. The enhanced A1200 version has positively the most gorgeous parallax-scrolling backgrounds ever seen in an Amiga game, and what's more they don't get in the way of the action or slow things down at all. If you like platformers, then this is what you bought an A1200 for.
★★★★

VEKTOR STORM
Inova Games £29.99



AP23 60% TT
Scruffy-looking version of beautiful arcade game *Tempest*, prone to speed-up and slow-down and sticky control. *Tempest* was gorgeous, but this is mediocre, and 30 quid to boot. What a shame.
★★

WALKER
Psygnosis £29.99

AP24 85% CW Top 100 No.58
Strut around in a huge metallic blue chicken and kill everything that moves in this needlessly gratuitously violent game. Mowing down masses of attacking troops from the comfort of your bedroom never seemed like such a great idea in this graphically wonderful (but somewhat repetitive) blaster. ★★★★

WAR IN THE GULF
Empire £29.99

AP28 85% CW
Yup, it's those tank-driving tearaways from *Team Yankee* and *Pacific Islands* again, this time taking their very own brand of armour-plated justice to a future war in the lucratively oil-producing Persian Gulf. There's a marvellous overhead-map-view strategy aspect, a 3D looking-out-the-turret shoot-'em-up view, and simply loads of tank warfare features to keep you thoroughly entertained – well at least until they get around to televising the next episode of the real thing. ★★★★

WAXWORKS
Accolade £34.99

AP22 70% JD
A horror game that fails to really frighten but does offer some good entertainment with macabre twists. There're maybe a bit too many mazes for its own good, but there are also some puzzles and some fighting to be done. Worth a look for horror fans. ★★★

WEEN
Coktel Vision £29.99
AP19 81% LE
A bit on the overpriced side, and a bit titchy, but a nifty little puzzle-based adventure thing all the same. A brilliant control interface too, but the game needs a little more to it to qualify for classic status.
★★★★

WHALE'S VOYAGE
Flair £29.99

AP27 59% CW
Hugely sophisticated RPG/adventure, sometimes similar to the *Eye Of The Beholder/Dungeon Master* school, but set in a spacey sci-fi scenario (the 'Whale' of the title is a spaceship, by the way). Nicely put together (despite being frustratingly hard to get started with), but somehow lacking in sparkle.
★★

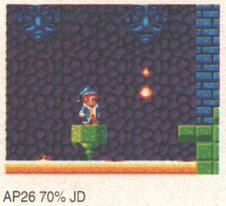
WING COMMANDER
Mindscape £34.99

AP21 55% MR
Everything that was on the original PC version is replicated here, which means that the standard Amiga is so bogged down with data that it runs hopelessly slow, far too slow to make it playable. On the A1200 though, the 3D sequences run fast and smooth, making this the benchmark game for future A1200 shoot-'em-ups.
★★★★ (for the... A1200)

WIZKID
Ocean £25.99

AP15 91% MR Top 100 No.15
A refreshing game that mixes psychedelic arcade adventure, football, and bad jokes with arcade games like *Breakout* and *Pengo*. With its perfect control system it's as much fun to play as it obviously was to write. The best game ever (beginning with the letter W at least). If you don't buy *Wizkid*, your life really will be a lot poorer.
★★★★★

WOODY'S WORLD
Vision £25.99

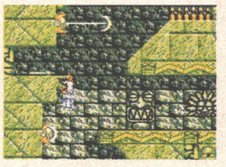


AP26 70% JD
'Traditional' platformer bearing a more-than-passing resemblance to *Super Mario Brothers*. Coincidence or magic? You decide. Anyway, there's plenty of running, jumping, and banging stuff with your head, but nothing to lift it above the crowd. Unless you happen to be *really* into running, jumping and banging stuff with your head, that is.
★★★

WORLDS OF LEGEND
Mindscape £25.99

AP26 81% CW
Well, *Legend* was, er, legendary ("an RPG that's got everyone in the AP office playing it") – and this is more of the same. More specifically, it's exactly the same game engine, only this time with a different adventure to play through – one with a distinctly oriental flavour. The game's as absorbing as it ever was (which is 'very absorbing', if you must know), which, ironically enough, means that you're better off buying the original *Legend* (now out on budget, economy fans) unless you've already played the first one to death and want more like it. ★★★★

YO! JOE!
Hudson Soft £26.99



AP28 91% SC
Gorgeously extensive platformer, featuring the wide-ranging adventures of the eponymous Joe and his friend Nat. Just like Hudson Soft's previous high-quality output, the whole thing's characterised by an astonishing attention to detail, with beautifully-designed levels, excellent effects, loads of excellent weapons (including a chainsaw and chuckable Molotov cocktails) *plus* a simultaneous two-player mode – it's not perfect, but it's nice to see people trying. Attention to detail, see? That's the key to a good game. Yes.
★★★★★

ZOOL
Gremlin £25.99

AP18 90% LE Top 100 No.71
Heralded as a *Sonic*-beater, but let's face it, it isn't. Still, it IS one of the Amiga's finest and zappiest platformers, and a good attempt at beating the consoles at their own game. You should, though, check...
★★★★

ZOOL ENHANCED A1200 VERSION
Gremlin £25.99

AP24 78% TT Top 100 No.71
...this. Colourful parallax scrolling backgrounds make the whole game a lot prettier, but also clutter it up to an extent that they hide on-screen baddies. Not so much enhanced as tarted up, and you could well find that you prefer the original. Still, some opinion in the office DOES hold that this is a big improvement on the original, so at least try to have a look at it if you've got a 1200. ★★★★

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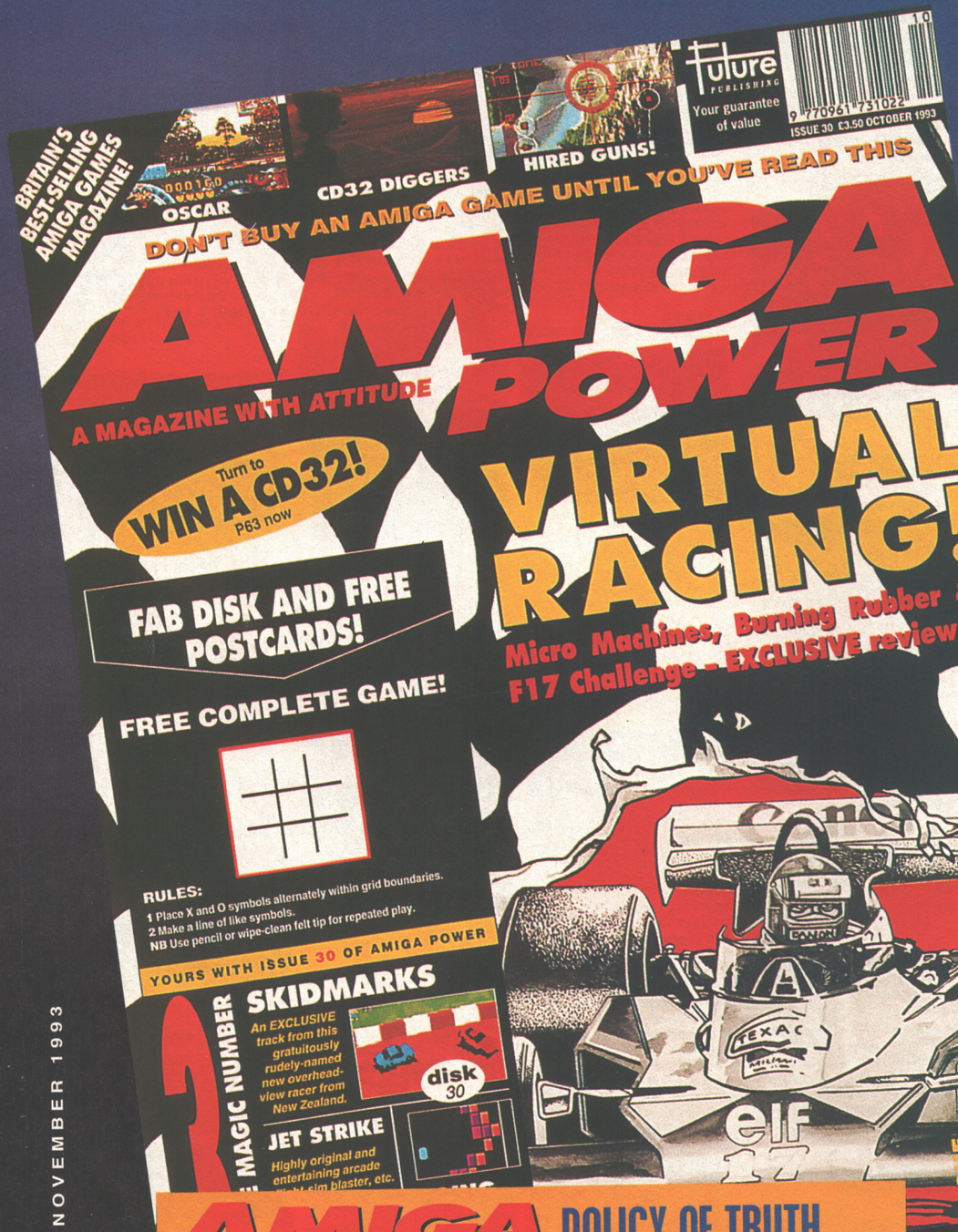

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THE RIGHT PROFILE

His team of seventeen-ness have brought you some of your most favourite games ever. So now it's time to discover the secrets of Martyn Brown.

Yes, we know this is Eric Matthews of The Bitmap Brothers and not Martyn Brown of Team 17. We just wanted to print this picture again.

"I don't watch KYTV, because I think it's crap"

What do you believe in?
I believe that you should take each day as it comes and certainly not think about tomorrow. I have zero religion and also believe in having a damn fine time – which is something I believe I'm particularly good at.

What was the first thing you said today?
I told my girlfriend to *(Snip. – Ed)* because she was moaning about me not getting out of bed while she was in the bathroom.

Who's your favourite historical figure?
I don't really have one except Davey Crockett – and only then because he had a smart hat.

What's your Number One object of desire?
I desire nothing. I have everything I could ever wish for and more besides. If I'm hard-pressed, I'd have to say that I'd really like to own a raccoon and name it *(Snip. – Ed)*

What have you got in your pockets?
A snotty tissue, my wallet (empty except for some credit cards, video membership cards, my Leeds Utd Premier card, a ticket stub from a recent Jean-Michel Jarre concert and an Asda receipt), and 5p in coins.

Is the character of Martin Brown in KYTV and Radio Active based on you in any way?
No, he's not a bit like me at all. I don't watch KYTV either, but not because of him, because I think it's crap.

Which is best – money, fast cars or beer?
Money, with it comes beer and lots of it. I don't drive.

Are video games killing pop music?
I certainly hope so.

What's your favourite Bon Jovi song?
Blaze Of Glory. I know that's Jon Bon Jovi but it still counts.

What's your favourite planet in the Solar System (except Mars)?
Uranus, because it's got lots of scope for sad toilet humour.

What's the nicest thing anyone's ever said to you?
I don't know really. Katrina, my girlfriend, has said a lot of nice things. I'd like to think that I'm quite nice to people myself and that means people are usually nice back.

Who would play you in a movie of your life?
Mel Smith.

Have you any ambitions left to realise?
No, but then I never had any to start with. I suppose I used to dream about driving a Porsche when I was a young kid, but I still haven't learned to drive yet.

Are you a 'Benny' tied to a stick?
What the chuff's that? Certainly not, at least I hope not. *("OH NO! BENNY ON THE LOOSE!" – The AP team*)*

CURRICULUM VITAE

FULL NAME: Martyn James Brown
DATE OF BIRTH: 30.01.67
PLACE OF BIRTH: Wakefield, West Yorkshire
STATUS: Single, although 'living under the brush' with the lovely Katrina, a Yorkshire lass, my girlfriend.

OCCUPATION: Director, Team 17, in charge of development/press.
FOOTBALL: Leeds Utd through and through.
PET HATES: Pretentious people, people who can't take a joke, all egotistical types and everything Manchester United.
FAVOURITE GAMES: *Doomdark's Revenge* (Spectrum), *Paradroid* (C64), *Super Sprint* (ST), *Kick Off 2* (Amiga), *Sensible Soccer V1.1* (Amiga), *Rainbow Islands* (Amiga), *Civilization* (Amiga), *Railroad Tycoon* (Amiga) and our very own *Qwak*.
WORST GAMES: Text adventures, film-licences, anything hugely commercial... I could go on.
FAVOURITE THING ABOUT THE SOFTWARE INDUSTRY: I enjoy the get-togethers with various journos when we chat about nothing in particular and usually try to put the world to rights. The industry has given me a lot of very good friends and not too many enemies.
WORST THING ABOUT THE SOFTWARE INDUSTRY: All the ego-trips, the pretension, the arrogance, the bullshit, the people who come from other walks of life and think that after three weeks they know games inside out.
THINGS I'VE LEARNED SINCE WE STARTED: That you have to take criticism as constructive, however hard it can be. And that whatever you do, it's very, very seldom perfect.
HOW I GOT WHERE I AM TODAY: Bit of a mystery, really, I've always been into games since the mid-late 70s and worked in retail, set up 17-Bit PD and through the many contacts I eventually (along with the MD) set up Team 17.
I've done bits of everything in my time, even coding, which means I can understand most aspects of game development, which is why I spend a lot of time project-managing.

*We apologise for the incomprehensible nature of this joke. But it makes us laugh.

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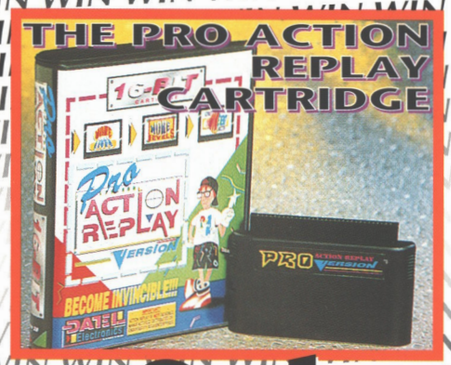

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1. Fill in the missing word
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2. What is the first level of Sonic the Hedgehog?
.....

3. Name the letters on the Sega Joypad
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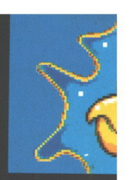

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